

## Summary of Qualifications

<b>Frameworks</b>	iOS, Android, Appcelerator, PhoneGap/Cordova, jQuery, REST API
<b>Languages/Tools</b>	<b>Proficient:</b> Swift, Objective-C, Java, Lua <b>Adept:</b> C++, HTML, CSS, Javascript/JSON, jQuery, Matlab <b>Familiar:</b> C, C#, VHDL, PHP
<b>Miscellaneous</b>	Agile Dev, Teamwork, Leadership, Git, Linux, Data Structures and Algorithms

## Employment

<b>LinkedIn</b> San Francisco, CA Sept - Dec 2016	<b>iOS Developer</b> · Intern <ul style="list-style-type: none"><li>- Worked on the Messaging portion of the flagship iOS app, with 8 other iOS developers and approximately two dozen other developers, project managers, and designers</li><li>- Developed a feature that allowed LinkedIn employees to message their coworkers and add them to group conversations, working with an Android and backend developer.</li><li>- Enhanced the messaging experience by enabling users to see the content of URLs sent in the app, by showing a basic image, title, and description, with inline YouTube videos</li><li>- Enriched the user experience by modernizing the loading animation across messaging</li></ul>
<b>Compass</b> New York, NY Jan - April 2016	<b>iOS Developer</b> · Intern <ul style="list-style-type: none"><li>- Worked with a team of 3 developers to manage 5 iOS applications for the luxury homes market, developing features that led to an 80% engagement rate on our apps</li><li>- Utilized polygon drawing and correction algorithms to enable users to draw custom boundaries on a map, in order to filter particular regions in a real estate search</li><li>- Strengthened the Swift API layer in our apps to better communicate with and translate Thrift data structures coming from our servers</li></ul>
<b>Autodesk</b> Toronto, ON May - Aug 2015	<b>Mobile Application Developer</b> · Intern <ul style="list-style-type: none"><li>- Used iOS Objective-C, Lua, and C++ to develop a contest feature for Sculpt+, a 3D-intensive social media app where users could share self-created 3D models</li><li>- Updated the Android app to be Gradle-based, reducing build speeds by up to 50%</li></ul>

## Projects

<b>TVRatings</b> Sept 2015	<b>Android Application</b> Graphs IMDB rankings of TV show episodes, with WilliamChart & the MYIMDB API
<b>Stars</b> April 2015	<b>Matlab</b> Simulator that generates mathematical models of various stars based on the astrophysical laws of the universe
<b>Midnight Sun</b> Sept 2012 - Sept 2015	<b>Team Lead, Solar Car "Rayce" Team</b> Learnt PCB Design and Altium to build a solar race car that competed internationally

## Education

<b>Bachelor of Applied Science</b> Sept 2012 - May 2017 (expected)	<b>Computer Engineering, University of Waterloo</b> <ul style="list-style-type: none"><li>- CGPA: 3.9. Last Class Rank: 3<sup>rd</sup> of 65. Dean's Honour List in all academic terms</li><li>- Created 5 Android applications, including one which drew a path between two points that didn't hit any obstacles and could track your movements</li><li>- Recipient of the President's Scholarship and the Engineering Int'l Student Grant</li></ul>
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