

EXPERIENCE

Facebook Software Engineering Intern, Messenger MQTT team

May 2017 - August 2017 Seattle, WA

Led coordination between MQTT and Facebook's cross-app bridging team to spearhead rollout of real-time syncing of iOS cross-app notification updates, resulting in increased mobile downloads and user engagement for Facebook, Messenger, and Instagram.

Collaborated within Messenger Infrastructure org to design and introduce an intuitive server diagnostics framework used across all Messenger MQTT servers which host over 1 billion monthly active mobile users, reducing user downtime and increasing server scalability.

Spearheaded UX design, architecture, and implementation of a highly configurable SQL debugging web interface, worked closely within team to streamline interface's configuration management and provide groundwork for a large-scale configuration migration.

Yelp Software Engineering Intern, Messaging team

August 2016 - December 2016 San Francisco, CA

Took on the project owner role for the media attachments feature in Yelp conversations, shipped photo messaging between consumers and business owners on web.

Coordinated with engineers, PMs, and designers of two feature teams to standardize design and modularize common technical components between the products, saving weeks of development time.

Ensured product release was on schedule despite blocking tasks and critical security issues by addressing inefficiencies in task allocation and management.

Gamelynx Co-Founder/Full Stack Developer

January 2016 - August 2016 Waterloo, ON

Conducted user surveys and playtested competing products to identify problems with the party/board gaming space. Worked closely within team of five to design and release a mobile platform-based solution, which won \$5000 at the Velocity Fund Finals startup pitch competition.

Designed and implemented data charting UI to access/parse game session stats, providing analysis for increasing user engagement through game content optimization.

Street Contxt Full Stack Development Intern

August 2015 - December 2015 Toronto, ON

Spearheaded UI/UX design and development of admin interface streamlining/abstracting complex SQL queries, enabling non-technical users to perform DB-level tasks and reducing overhead for engineers.

User-tested iterations of UI design improvements of the admin interface, resulting in approximately 50% faster workflows.

Genesys Web Development Intern

January 2015 - April 2015 Toronto, ON

Collaboratively designed/implemented interactive calendar UI for call center employees to manage/schedule customer tasks.

Independently designed, implemented and released collection of responsive layout-based UI components to core internal Genesys web UI library.

EDUCATION

University of Waterloo

September 2013 - August 2018 (expected) Waterloo, ON

BCS in Computer Science, Minor in Economics

Relevant Courses: User Interface Design, Distributed Systems, Networks, Computer Security, Artificial Intelligence, Software Design and Architecture, Concurrency, Algorithms, Operating Systems.

Hackathons: NASA Space Apps Challenge 2016 finalist, WaterlooHacks 2016 finalist, Hack the North 2015, UofTHacks 2015.

SKILLS

Programming Languages: JavaScript, Java, Python, SQL, C/C++, Objective-C, HTML, CSS, PHP/Hack

Technologies/Frameworks: React.js, React Native, Node.js, Sails.js, AngularJS, Express, MongoDB, Bootstrap 4

Tools: Photoshop, Sketch, Unix-based systems