

A software developer with strong communication and organizational skills and B.Sc. in Computer Science with a focus in front-end development and eye for design. Experienced in developing full-stack web applications and front-end React components and web pages to match design mock-ups. Comfortable with Agile methodologies and remote work.

Work Experience

- Junior Software Developer** Feb 2020 - Present
Dyspatch Victoria, BC
 - Develop new features on Dyspatch in a full-stack manner, adding new components and UI updates (React, Typescript) to adding back-end endpoints (Golang) and database migrations (SQL).
 - Integrate Stripe to support purchasing a subscription within Dyspatch.
 - Implement front-end and back-end unit (Jest and Golang), integration, and E2E tests (Cypress) when working on a new feature or fixing a bug, prioritize test coverage to catch any future regressions.
 - Collaborate closely with the design team to develop smooth and beautiful UI, vigilant for improvements in user-experience, and implementing components to match design mockups.
 - Participate in cross-team meetings in feature scoping for upcoming tasks and Epics with technical owners to plan and prioritize the Agile technical roadmap.
 - Lead team meetings over Zoom and take the initiative to coordinate any meetings with team members and designers to discuss technical implementations and UI.
- Developer** Co-op | May 2019 - Aug 2019
Momentum Victoria, BC
 - Developed the Momentum "New Tab" Chrome extension with over 3 million downloads and user-facing Momentum Team, using Vue and BackboneJS.
 - Built modular, reusable Vue and Backbone components with industry best practices for scalability and maintainability
 - Implemented automated testing for application functionality, design, and behaviour with Cypress
 - Created API endpoints and DB model (SQL) to save user feedback submissions
 - Collaborated in an Agile team environment with daily Scrum meetings

Involvements

- President** Sept 2017 - Jan 2020
UVic WebDev Club
 - Organized clubs meetings and workshops
 - Mentored club members with their projects, questions, or concerns
 - Arranged hackathons and club events (e.g. HackUVic, HackathingUVic, UVic Spookathon, FiresideChat, etc.)
 - Managed club group, website, social medias, and communications

Education

- BSc Computer Science** Sept 2014 - Jan 2020
University of Victoria
 - Software Engineering Option
 - Co-ops
 - Relevant coursework:
 - Data Visualization, Databases, Computer Communications & Networks, Human-Computer Interaction, Documentation