COMBINED HONOURS COMPUTER SCIENCE AND MATHEMATICS • UNIVERSITY OF BRITISH COLUMBIA

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Education

University of British Columbia

Vancouver, BC

BACHELOR OF SCIENCE - COMBINED HONOURS COMPUTER SCIENCE AND MATHEMATICS

Sep. 2019 - Apr. 2024

- 86.1% CGPA, Dean's Honour List in all years of study
- · Relevant Coursework: Software Engineering, Algorithms and Data Structures, Computer Systems

Work Experience

Optigo Networks

Burnaby, BC

QUALITY ASSURANCE ENGINEER INTERN

May 2022 - Aug. 2022

Reduced backend testing time by 75% by building automated CI/CD pipelines on Jenkins with results automatically published to Zephyr Scale

- Developed automated API tests using JUnit
- Provided in-depth documentation on Confluence to allow future developers and QA to easily use and contribute to API testing system
- Developed BASH scripts to automate manual backend testing
- Tracked issues, development status, and reported bugs using Jira

Incognito Software Systems

Vancouver, BC

QA & AUTOMATION ENGINEER INTERN

Aug. 2021 - Apr. 2022

- Lead the testing of migration of microservices on to **Google Cloud Platform**
- Oversaw daily execution and results of automated **Java** test cases on **Jenkins**, reviewed error messages and created bugs on **Jira** for developers
- Designed and implemented test cases using JUnit and participated in code reviews on Bitbucket
- Used Linux to read Kafka messages and error logs for debugging of microservices and test code
- Set up and maintained Virtual Machines on OpenStack to mimic customer environments for testing, deployed microservices using Ansible

Projects

Workout App May 2022 - Present

JAVASCRIPT, NODE.JS, REACT NATIVE, EXPRESS.JS, HTML/CSS, MONGODB

- Android and iOS application written in JavaScript where users can and track their exercises and workouts
- Implemented interactive frontend using **React Native**, allowing for smooth login and app usage
- Developed REST API's with Express.js that allow users to store, retrieve, update, and delete exercises from MongoDB database

Learning Analytics Project

Nov. 2022

Python, pandas, matplotlib, NumPy

- Implemented mathematical models in Python to analyze learning data from Canvas to assist instructors in analyzing the effectiveness of their courses, utilized pandas, Matplotlib, and NumPy
- Extracted relevant data from CSV files and produced visualizations of student learning patterns

InsightUBC Sep. 2022 - Dec. 2022

JAVASCRIPT/TYPESCRIPT, NODE.JS, HTML/CSS, MOCHA/CHAI

- Full-stack web application where users can input queries pertaining to UBC courses and rooms
- Developed query engine and dataset processor for the backend with **TypeScript**
- Implemented frontend for users to see course averages and room capacities with JavaScript, HTML, and CSS
- Wrote unit tests using Mocha/Chai, achieved 100% code coverage

Number Guessing Game Sep. 2020 - Dec. 2020

JAVA, JUNIT, SWING

- Java game where a player can guess a random number generated by the computer
- Implemented graphical user interface using the Java **Swing** library
- Implemented persistence and saved user progress in **JSON** objects
- Tested model and persistence using JUnit, achieved 100% code coverage

Technical Skills.

Languages: Java, Python, C/C++, JavaScript/TypeScript, HTML/CSS **Frameworks**: React.js, Node.js, Express.js, JUnit, Mocha/Chai

Developer Tools: Linux, Git, Docker, Ansible, Google Cloud Platform, MongoDB, Kafka, Jira, VS Code, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib