

## Work Experience

### Software Development Intern

*May 2022 - August 2023*

*DotDash Meredith, Edmonton*

- Enhanced user engagement by implementing responsive, user-friendly features for Investopedia and TheBalanceMoney, increasing page interaction by ~15%.
- Collaborated with the product manager and UI designer to align with project goals and ensured seamless design-to-development transition, reducing design revisions by 20%.
- Improved web performance monitoring by setting up dashboards in Kibana, Grafana, and Catchpoint, resulting in a 30% faster troubleshooting time for live issues.
- Created an AI-driven Slack summarization tool "Clippy" using OpenAI and Python, securing 2nd place in hackathon.
- Technologies used: Java, Vue.js, JavaScript, SCSS, XML, Freemarker, CI/CD Jenkins.

### Full Stack Developer

*January 2022 - May 2022*

*Food Producers Forum, St. John's*

- Developed a full-stack community forum platform connecting local food producers across Newfoundland and Labrador.
- Led frontend development using React, HTML, CSS, and Bootstrap, achieving a user-friendly interface that increased user adoption by 40%.
- Built backend with Node.js and MySQL, deploying on HostGator; maintained effective client feedback loops through weekly presentations.
- Technologies used: HTML, CSS, Bootstrap, React, Node.js, MySQL.

### Software Developer

*September 2021 - December 2021*

*Department of Computer Science, St. John's*

- Built a searchable database solution for large volumes of chemistry data for the Retrevium project.
- Designed and implemented interactive, responsive UI components in React, optimising data retrieval time by 25%.

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## Education

### Memorial University of Newfoundland, St. John's

*May 2018 - April 2024*

*BSc. Computer Science*

*(Graduated)*

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## Projects

### DevPrep.io

*Present(Ongoing)*

- Web platform for technical interview prep with topic explanations, practice problems and tutorials. Implemented user authentication and a scalable tech stack: React.js, Next.js, Java, Firebase and PostgreSQL.

### Moving Robot

*March 2023*

- Built a WebGL and Three.js webapp using JavaScript and HTML using assets, obstacles, texture mapping, animated robots and collision detection.

### Zombie-Shooter

*January 2023*

- Unreal Engine simple project allowing users to play with first and third person mode. shoot, avoid obstacles,

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## Skills

- React, JavaScript, NodeJS, HTML/CSS, Python, Java, MySQL, AWS, MongoDB, WebGL, OpenGL, git, github.