

SKILLS

- **Languages:** C/C++, Python, Java, TypeScript, JavaScript, Go, R, SQL, HTML/CSS, Bash, MIPS
- **Libraries & Frameworks:** React, Spring Boot, TensorFlow, PyTorch, Scikit-learn, Pandas, NumPy, Matplotlib
- **Other:** AWS, Azure, Git, PostgreSQL, NoSQL, Docker, Jenkins, Terraform, Node.js, *-nix, Agile, L^AT_EX

EXPERIENCE

Royal Bank of Canada

Toronto, ON

Cloud Engineer (Data and Analytics Platforms, Technology & Operations)

September 2023 - Present

- Collaborating in the development and enhancement of internal ETL and data governance tools by leveraging **Azure Data Factory** and **Microsoft Purview**. Actively introducing new features and efficiently resolving issues raised by various teams, thereby contributing to improved functionality and user experience.
- Developing new microservices using **Java** and **Spring Boot JPA** to enhance backend functionality. Concurrently creating a system to automate infrastructure deployment using **Python**, **Terraform**, and OpenAI models.

Sportiqo Labs Inc.

Oakville, ON

Software Developer (Part-time)

February 2023 - Present

- Independently spearheading the creation of an automatic sports article generator LLM, employing **Python**, **LangChain**, and **Apify** technologies to streamline content generation.
- Created dynamic and interactive cricket Sporti-score component visualizations using **JavaScript (Chart.js)**, enhancing data understanding and presentation.

BlackBerry Ltd.

Waterloo, ON

Application Software Developer, Product Engineering (CylanceGATEWAY & BBM Enterprise)

January 2023 - April 2023

- Designed and developed a multithreaded data engine in **C++** to improve packet-capture efficiency, integrated with a **Python** ML model to predict C2 beacons from the captured network traffic without peeking at packet data.
- Implemented new features for core libraries utilized extensively across multiple BlackBerry projects. Resolved OIDC and 2FA authentication flow issues in Gateway's internal testing tool, resulting in a **50%** efficiency increase.

BlackBerry Ltd.

Waterloo, ON

Software Developer

May 2022 - August 2022

- Created automated tools with **Python** and **AWS** for release package management improving efficiency by **30%**.
- Designed and implemented a JSON configuration file semantic validator in **C++** and integrated it into IVY IVDP.
- Orchestrated team of 4 in improving client interaction with the Camera service by successfully implementing the Permission service callback feature while also creating **Bash** scripts to automate building, uploading, and testing.

PROJECTS

StarCraft II RL Agent | Python (PyTorch, Stable-Baselines3, Python-sc2) | August 2023



- Developing reinforcement learning agents to autonomously navigate and compete in the complex, real-time strategy environment of StarCraft II, demonstrating proficiency in AI and machine learning principles.

Chess Simulator | C++, X11 libraries | April 2022



- Built a chess application with 3 modes (human vs computer, etc.), 3 levels of computer difficulty, GUI, CLI, and extra features such as undo move, custom game setup mode, move history, threat map, and hints.
- Designed the simulator according to OOP principles (RAII, encapsulation, inheritance, etc.), including design patterns and MVC architecture.

EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Computer Science (Minor in Statistics; A.I. Specialization)

September 2020 - April 2025

- **Relevant Coursework:** A.I., OS, Algorithms, Data Structures, OOP, Databases, Compilers
- **Term Distinction:** All academic terms (Fall '20, Winter '21, Fall '21, Winter '22, Fall '22, Spring '23)
- **Organisations:** **Wat Street** (Quantitative Dev.), **Entrepreneurship Club** (Jr. Full Stack Dev.), Poker Studies
- **Awards:** President's Scholarship of Distinction (\$2k), Mathematics International Experience Scholarship (\$5k), Certificate of Distinction in Euclid Mathematics Contest (Top 25% worldwide)