

WORK EXPERIENCE

Software Development Engineer Intern | Amazon.com

Seattle, WA | Aug 2016 - Dec 2016

- Member of Elastic Block Storage (EBS) team
- Used various Amazon web services including S3, SQS and Redshift to develop Java service that allows various EBS datasets to be onboarded to a global Redshift data warehouse
- Service monitored data-quality and failure metrics to improve EBS experience for customers

Full Stack Developer | nanoPay Corporation

Toronto, ON | Jan 2016 - April 2016

- Designed and developed admin portal with functionality to manually process pending cashouts, view user data & bank info, add additional admin users, and generate csv files with merchant & consumer information. Created the endpoints on the API for the controllers
- Created a URL shortener for accepting vtms via emails for the MintChip application using node.js and LoopBack framework
- Implemented core data for the MintChip iOS application to manage data stack
- Implemented socket.IO connections for dashboard on web portal for real time analytics for merchants

Front End Developer | Keyobi

Toronto, ON | May 2015 - Dec 2015

- Built responsive widgets for the web application using Ruby on Rails, JavaScript & Foundation
- Designed illustrations using Adobe Illustrator to supplement the website and blog

Data Analyst | Canada Post

Toronto, ON | May 2015 - August 2015

- Used data mining processes in SQL and Excel to increase customer database infills to 97%
- Completed data targeting jobs for major clients by writing SQL scripts and using ArcMap software
- Worked closely with a small team to present solutions to managers and HR on converting from the call center to digital customer service

SKILLS

- Proficient in C++, C, Java, JavaScript, node.js, AngularJS, HTML, CSS
- Experience in Python, Swift, SQL, Android development, AWS
- Git, UNIX, Adobe Illustrator, InDesign, Photoshop
- UI/UX & graphic design, data analytics
- Strong design skills, very detail oriented

EDUCATION

Bachelor of Computer Science

University of Waterloo

Class of 2017

Notable Courses

Operating Systems, User Interfaces, Algorithms, Elementary Algorithm Design & Data Abstraction, Object Oriented Software Development, Data Structures & Data Management, Foundations of Sequential Programs

PROJECTS

Candy Crush Clone

An interactive game using C++ object oriented programming principles and Xwindow for graphics

Prelaunch page

Designed and developed a prelaunch page for an early startup using HTML, CSS, jQuery & Illustrator