Skills:

- **Proficient:** Java, Javascript. **Previously used:** Python, React, Redux, C, C++, Typescript, SQL, MongoDB, Swing, HTML, CSS, Scheme, OpenGL, SDL, EJS.
- **Tools and Technologies:** APIs, Git, JUnit, npm, Agile and Waterfall Methodologies, Jira, Trello

Education and Training:

- BSc, Combined Computer Science and Physics (2015 - 2020) *University of British Columbia*
  - Relevant courses: Software Engineering, Algorithm Design, Relational Databases, Artificial Intelligence, Operating Systems, Theory of Computation, Video Game Design, Software Engineering Capstone, Ethics.
- MSc, Technological Innovation (Expected 2022, incoming student) *University of Washington*

Work Experience:

- Technology Intern, Rogers Communications (Jun 2020 - Present)
  - Avidly learning and developing in the SalesForce environment.
- Internship Trainee, Ghent University (Jun 2019 – Aug 2019)
  - Helped develop an anti-plagarism software tool in **Typescript**. Written part of base for algorithm and CLI.
- Software Engineering Intern, tripBuddy (Apr 2019 – Jun 2019)
  - Developed webpages in **EJS, HTML** and **CSS**. Migrated the iOS app from Swift 3 to **Swift 4**.
- PHYS 101 Teaching Assistant, UBC (Jan 2018 – Apr 2018)
  - Ran lab and tutorial sessions for 49 students with another TA. Gained experience on communicating complex ideas to peers.

Projects:

- CourseFlo (May 2020 - Present)
  - A Heroku-deployed website that allows students to visually explore prerequisites and dependencies that UBC courses have on each other. Built frontend and middleware features for our team. Built with **MongoDB**, **Express**, **React**, **Redux**, **NodeJS** and the Material-UI library.
- Shrek Tribute Site (May 2020 - Present)
  - A tribute website for the world's favorite ogre. Built with **MongoDB**, **Express**, **React**, **Redux**, **NodeJS**, and deployed on Heroku.
- Reader (May 2019)
  - Created Google extension that reads Gmail emails aloud for visually impaired readers. Written in **Javascript, NodeJS** and **GmailJS**.
- ImageHub (Jan 2019 – Apr 2019)
  - Project created for industry sponsor, to aid consultants in uploading and storing images into database. Written Business Requirement Document and Internal Design Document. Designed frontend with **React**. Team project.
- Mystic Crusaders (Jan 2019 – Apr 2019)
  - Roguelike dungeon game, with game engine written from scratch. Designed and rendered UI, improved UX experience, and helped implement external libraries into codebase. Honorable mention from industry jury panel. Written in **C++, OpenGL** and **SDL**. Team project.
- Smart Ordering (May 2018 – Jun 2018)
  - Application that allows users to modify food ordering data from our **SQL** backend via a GUI created through **Swing**. Written in **SQL, jdbc, Java** and **Swing**. Team project.

Participated Events: Rogers 5G Challenge (**NodeJS, React, PicoJS, 1st place**, November 2019), Code Day Seattle (**Javascript** & **GmailJS**, May 2019), BC Game Jam (**Unity C#**, February 2019), Innohacks (Case Competition **1st place**, March 2018), Vancouver Startup Week Hackathon (**Java**, September 2017)