

## Work Experience

### LinkedIn - Software Engineer

August 2020 - Present

- Working on Guest Experience Team

### TheTradeDesk - Software Engineer Intern

January 2020 - June 2020

- Worked on the Data Processing Team
- Designed the schematization of log workflow for log ingestion
- Incorporated Avro schema to C# code and integration and implementation into the codebase

### LinkedIn - UI Engineer Intern

September 2019 - December 2019

- Worked on the Search Engine Optimization Team
- Developed an open-source NPM Package using Javascript, Babel, Webpack for Storybook using templating engine GlimmerJS as the rendering engine at @glimmerjs/storybook
- Made code changes to LinkedIn Guest pages to improve accessibility and SEO performance

### Zenefits - Software Engineer Intern

May 2019 - August 2019

- Worked on the Infrastructure team focusing on the Jenkins CI and cloud infrastructure
- Used Docker, Ansible, Terraform, Amazon Web Services, and Jenkins in the project
- Incorporated the EC2 instances in a containerized cluster on AWS with Autoscaling Groups, Load Balancers, Virtual Private Cloud, and Elastic Container Service

### Okta - Software Engineer Intern

May 2018 - August 2018

- Developed a back-end system that enables visibility into monitoring features and feature history for all of Okta's cell architecture
- Created REST endpoints for updating critical features and updating details
- Used Java, Spring, and Hibernate (SQL) in the backend, and Backbone.js for front-end

## Education

### University of Waterloo - Computer Science

2014-2020

- Minor in Combinatorics and Optimization
- Courses: Concurrency, Distributed Systems, Security, Networks, Algorithms, Operating Systems, Graphics

## Awards

### Leetcode - Weekly Contests

2020

- [Top 1.2% Globally](#)
- 26th in Canada, current rating of 2106

## Projects

### Microtransaction Simulator - Personal Project 2017

- Published to the [Steam Store](#) in September 2017 with over [45,000 players and over 90% positive](#) ratings
- Developed a probability based game built on the microtransaction market
- Built using [C#](#), [Unity](#), and [Steam Developer APIs](#) and deployed to SteamWorks CDN

## Skills