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☰ SKILLS

Programming Languages	Python, Java, JavaScript, TypeScript, Kotlin, HTML5, CSS3, SQL, C#, C, R, Go
Frameworks, Libraries, and Databases	AWS (Amplify, AppSync, Lambda, Cognito, API Gateway), GraphQL, Azure, Firebase, React.js, Next.js, Vue.js, Node.js, Express, Redux, SQLite3, MySQL, MongoDB, Django, Bootstrap, Git/Github, Redis, Docker, JUnit, Pytest, Cypress
Developer Tools	Postman, VSCode, Figma, Zeplin, Latex, Jira, IntelliJ Idea, Pycharm, Webstorm, Eclipse, Android Studio, Unity, Gantt, Microsoft Office

💼 WORK EXPERIENCE

2021 – 2022 — Software Developer & Quality Assurance Co-op, EVENSET
- Contributed towards 3 interconnected web apps (Vue3 and Vue2) and 1 related android app (Kotlin) through both developer and QA responsibilities in an Agile environment
- Implemented new login page UI and refactored old login page to better fit Zeplin design
- Implemented other miscellaneous, responsive UI components using Ant Design
- Reviewed PRs from other developers that implemented user stories, fixed bugs, addressed feedback, or implemented other automated testing, on Microsoft Azure
- Wrote automated end-to-end tests using Cypress.io for web app and instrumented tests for mobile android app to later run on CI/CD pipeline
- Performed manual tests to verify and provide feedback for implemented user stories and UI that were documented and tracked on Jira
- Performed manual tests to verify and provide feedback for components that were shared between the 3 web apps using Storybook
- Tracked found bugs using Jira and used the created tickets to communicate them to the team
- Attended daily standup meetings to communicate work done and blockers with the developer team
- Attended standup meetings every other day with stakeholders/clients, product owner, product manager, along with the developer team to communicate work done and blockers
- Attended biweekly sprint review/planning meetings to summarize everything done and improve team's processes

🎓 EDUCATION

2018 – 2023 — Bachelor of Engineering, Software Engineering, MCMASTER UNIVERSITY
- Achieved a cumulative grade-point average of 3.9 on a 4.0 scale
- Invited to Golden Key International Honour Society for achieving top 15% in the program

🖥 PERSONAL AND COLLABORATIVE PROJECTS

2023 — LoLGuess, FULL-STACK, PERSONAL
- Created and designed a Practice Tool for Popular Video Game, Teamfight Tactics, to help competitive and casual players train and test their overall game knowledge to improve their ingame play
- Implemented independently using TypeScript (Vue3), HTML, CSS, and AWS (Amplify, AppSync, API Gateway, Lambda, Cognito, Route 53), displaying self-motivation and comfort in serverless web development

2022 – 2023 — Farming Matters (Software Engineering Program Capstone Project), FULL-STACK, COLLABORATIVE
- Worked with McMaster Professor Dr.Yiannokoulias as the client and supervisor, having created and designed a web-based game with a farming theme whose purpose was to mask a psychological study
- Met weekly with the client to extract specifications and constraints, receive feedback, and discuss potential problems and solutions following iterative and incremental software development
- Thorough learning experience for Javascript (React), Express.js, Node.js, MySQL, Firebase, and cPanel, strengthening ability to learn different stacks, frameworks, and deployment platforms