

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, Vue.js, Node.js, Express, Redux, SQLite3, MySQL, MongoDB, Django, Bootstrap, Git/Github, Redis, Docker, JUnit, Pytest, Cypress
Developer Tools	Postman, Visual Studio, Figma, Zeplin, Latex, Jira, IntelliJ Idea, Pycharm, Webstorm, Eclipse, Android Studio, Unity, Gantt, Microsoft Office

WORK EXPERIENCE

2021	Software Developer & Quality Assurance Co-op, EVENSET <ul style="list-style-type: none">Contributed towards 3 interconnected web apps (Vue3 and Vue2) and 1 related android app (Kotlin) through both developer and QA responsibilities in an Agile environmentImplemented new login page UI and refactored old login page to better fit Zeplin designImplemented other miscellaneous, responsive UI components using Ant DesignReviewed PRs from other developers that implemented user stories, fixed bugs, addressed feedback, or implemented other automated testing, on Microsoft AzureWrote automated end-to-end tests using Cypress.io for web app and instrumented tests for mobile android app to later run on CI/CD pipelinePerformed manual tests to verify and provide feedback for implemented user stories and UI that were documented and tracked on JiraPerformed manual tests to verify and provide feedback for components that were shared between the 3 web apps using StorybookTracked found bugs using Jira and used the created tickets to communicate them to the teamAttended daily standup meetings to communicate work done and blockers with the developer teamAttended standup meetings every other day with stakeholders/clients, product owner, product manager, along with the developer team to communicate work done and blockersAttended biweekly sprint review/planning meetings to summarize everything done and improve team's processes
2022	

EDUCATION

2018	Bachelor of Engineering, Software Engineering, MCMASTER UNIVERSITY <ul style="list-style-type: none">Achieved a cumulative grade-point average of 3.9 on a 4.0 scale
2023	<ul style="list-style-type: none">Invited to Golden Key International Honour Society for achieving top 15% in the program

PERSONAL AND COLLABORATIVE PROJECTS

2022	Farming Matters (Software Engineering Program Capstone Project), FULL-STACK, COLLABORATIVE <ul style="list-style-type: none">Worked with McMaster Professor Dr.Yiannokoulis as the client and supervisor, having created and designed a web-based game with a farming theme whose purpose was to mask a psychological studyMet weekly with the client to extract specifications and constraints, receive feedback, and discuss potential problems and solutions following iterative and incremental software developmentThorough learning experience for React, Express.js, Node.js, MySQL, Firebase, and cPanel, strengthening ability to learn different stacks and frameworks
2023	
2022	PrettyPets, FULL-STACK, PERSONAL <ul style="list-style-type: none">Created and designed a web browser game that allows users to collect pets with randomized species, base color, color filter, variant, traits, star level, and statsImplemented independently using React, TypeScript, HTML, CSS, Node.js, and AWS Amplify, displaying self-motivation and comfort in serverless web development