



## Summary

- Familiar with multiple high-level programming languages such as C++ and Python
- Strong visual sense cultivated from eight years of freelance design ventures
- Proficient in problem-solving and learning from self-teaching Photoshop and web development
- Experienced in working effectively in several different environments, from startup to corporate

## Skills

**Proficient:** C, C++, Python, HTML5, CSS3 (and Sass), React.js, JavaScript

**Familiar:** SQL, Impala, Java

**Tools:** Git, JIRA, AJAX, Adobe Creative Suite

## Work Experience

### Bell Canada – Network Big Data

May – August 2017

UI/Web Developer

- Designed and developed a web portal for the Big Data team using **React.js** and **Redux**
  - Worked closely with backend developer to design an architecture for the RESTful API
  - Created custom UI library that complies with Bell's existing identity
  - Engineered a custom search feature for MicroStrategy reports
- Automated QA for business analytics with **Python** scripts, reducing time from hours to seconds
- Established and designed brand identity and style guidelines for the entire Big Data team

### Rave Media, Inc.

May – August 2016

UI/UX Designer

- Produced wireframes and mock-ups for web and mobile interfaces with Photoshop and Illustrator
- Created animated prototypes in After Effects to facilitate ideas to developers
- Designed and created static web pages for the site with **HTML5** and **CSS3**

## Projects

### Giphy Guesser

September 2017 (PennApps XVI)

- iOS and Android guessing game that utilizes GIPHY's API for content, written in **React Native**
- Lead developer and UI designer on the project, ranked within top 30% of all participants

### Personal Website

August 2017 - Present

- Creating a website to house portfolio, projects, and contact information
- Includes lecture notes that are written in Markdown/LaTeX and rendered dynamically on the site

## Education

### University of Waterloo

September 2015 – June 2020

Bachelor of Computer Science, Honours  
Human-Computer Interaction Option