

## LANGUAGES, FRAMEWORKS, AND TECHNOLOGIES

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- C, CSS, HTML, JavaScript, TypeScript
- Gatsby, Next.JS, Node.JS, React, React Native
- Firebase, Gulp, Jest, Jira, Vercel

## EMPLOYMENT

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<b>Creator and Maintainer</b>	<b>Pattern Projector</b>	<b>September 2023–Present</b>
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- Develop and maintain an app that calibrates projectors for sewing patterns, attracting over 100K visitors and 800 daily active users
- Manage an inclusive open-source community with 19 contributors and 100+ GitHub stars
- Implement internationalization, supporting 13 languages through Weblate
- Optimized performance for 250 inch wide PDFs using PDF.js with a custom renderer

<b>Student Library Assistant</b>	<b>University of Guelph Library</b>	<b>September 2015–April 2017</b>
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- Assisted patrons with library material circulation in a fast-paced environment

<b>Research Assistant</b>	<b>University of Toronto Libraries</b>	<b>May 2015–August 2015</b>
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- Updated metadata, scanned images, and uploaded items for the TSpace institutional repository

<b>Grad. Student Library Assistant</b>	<b>University of Toronto Libraries</b>	<b>August 2014–August 2015</b>
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- Created FAQ and tutorial guides for University of Toronto's institutional repository website TSpace
- Negotiated self-archiving permission with publishers to add over 200 published works to TSpace
- Received a STAR award for improving the accessibility, responsiveness, and cross browser support of TSpace

## VOLUNTEER AND PERSONAL PROJECTS

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<b>Technical Support</b>	<b>Moppet Preschool</b>	<b>September 2024–Present</b>
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- Updated website content, implementing a fresh design for the preschool's WordPress site

<b>Creator &amp; Maintainer</b>	<b>Open Source Contributions</b>	<b>December 2018–Present</b>
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- Published `react-native-fade-in-out`, `gulp-jpeg-2000`, and `gulp-jpeg-xr`, with 150K downloads
- Released an Android app in Kotlin that replaces the dice in the *Betrayal at House on the Hill* board game
- Contributed to Mattermost: Added features, fixed layout issues, and improved test coverage (E2E and unit) on mobile and web apps (February 2019–May 2020)

<b>Digital Learning Commons Peer</b>	<b>University of Guelph Library</b>	<b>September 2016–April 2017</b>
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- Contributed to digital learning object development

<b>Committee Member</b>	<b>University of Guelph Library</b>	<b>September 2015–April 2017</b>
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- Created a website for patrons to find books from the Gryph Reads collection

## EDUCATION

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<b>Bachelor of Computing</b>	<b>University of Guelph</b>	<b>2021</b>
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- Coursework: *Data Structures, Analysis & Design of Computer Algorithms*, and *Software Design III*

<b>Master of Information</b>	<b>University of Toronto</b>	<b>2015</b>
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- Coursework: *Creative Applications for Mobile Devices* and *Project Management*

<b>Bachelor of Arts, Psychology</b>	<b>University of Guelph</b>	<b>2012</b>
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