

Goal

Continue to develop new technical and leadership skills while contributing to high quality software

Experience

2019–present **Senior Full Stack Software Engineer, *Openicare*.**

- JavaScript/TypeScript (Node, React, Sails, Nest, Next), PostgreSQL, AWS
- Implemented integration with invoicing system handling over \$100k in monthly revenue
- Led architecture and implementation of web app for specialists to verify dental insurance
- Developed product features for dental marketplace app with over 200k monthly hits

2018–present **Co-founder, CTO, Full Stack Software Engineer, *Compliance Master*.**

- Python (Flask, SQLAlchemy, pandas), PostgreSQL, AWS, JavaScript (React)
- Collaborated with subject matter expert (co-founder) to design a product to allow compliance officers to quickly and easily complete common tasks
- Personally designed and implemented as a SaaS product
- Handled importing and analyzing stock trade and price data, over 50,000 records daily

2016–2018 **Full Stack Software Engineer, *Canopy Labs*.**

- Python (Flask, SQLAlchemy), MySQL, AWS, JavaScript (AngularJS)
- Created back end systems for a data driven marketing and analytics SaaS product
- Point of contact between development team and data science/machine learning team
- Increased record ingestion rate from less than 10/second to more than 300/second
- Designed and implemented system used to send over 10,000 scheduled and triggered personalized emails per day
- Secondary team lead, led knowledge sharing sessions, and won first place in company wide hack day

2015–2016 **Independent Game Design and Development.**

- Python, C#, Unity
- Designed and developed a custom python game engine for rapid prototyping
- Created many video and board game prototypes

2013–2015 **Software Engineer, *Geomechanica*.**

- OpenCL, C++, Python, Qt
- Sole developer for majority of development and testing of Irazu, software for finite discrete element (FDEM) simulation
- Implemented FDEM algorithm on the GPU using OpenCL, reducing the time to run a simulation from days to hours
- Oversaw and assisted intern development of the Irazu GUI

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- 2009–2010 **Software Engineer**, *University of Toronto Computational Biology Lab*.
- C, OpenMP, Python
 - Developed software for combining short DNA reads into a complete genome
 - Implemented as a parallel algorithm using OpenMP achieving a 2-5 times speedup over similar software
 - Administered lab computational resources
- 2008–2009 **Software Engineer**, *University of Toronto Citizen Lab*.
- Python, Excel
 - Developed and used software to analyze and detect internet censorship from data collected around the world

Education

- 2010–2012 **Master of Science**, *University of Toronto*.
Specializing in Theory of Distributed Computing
Thesis: *A Pedagogical Presentation of the BG-Simulation*
Advisors: Sam Toueg and Vassos Hadzilacos
- 2005–2009 **Honours Bachelor of Science**, *University of Toronto*, 3.55 GPA, With Distinction.
Double major in Computer Science and Physics with a minor in Mathematics

Technical Skills

- Languages Python (Flask, SQLAlchemy), JavaScript/TypeScript (React, Node, Angular), C/C++, OpenCL, C#
- Cloud AWS (Lambda, RDS, Batch, Cloudfront, Cloudwatch), Docker
- Databases PostgreSQL, MySQL

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