EDUCATION

University of British Columbia   Vancouver, BC
B.A.Sc in Computer Engineering   *Expected Graduation – May 2024*

EXPERIENCE

UBC Thunderbots Software Developer   September 2021 – Present
Design Team   *Vancouver,BC*
- Used C++ and Bazel on Linux to fix bugs and debug errors on existing code-base
- Implemented the network service for the Jetson Nano, ran extensive tests to ensure high-quality code
- Attended weekly meetings to give updates about my current ticket, ideas for future implementations, and to assess problems and possible breakthroughs
- Communicated with project leads to implement new micro-controller

Server and Bar Server   September 2018 – September 2021
Boston Pizza   *Merritt, BC*
- Seated and served guests, took orders, and removed dinnerware with practiced pacing
- Leveraged drink knowledge to make craft beer/wine recommendations for diners
- Collected and processed credit card, debit and cash payments for bills
- Made sure provincial liquor legislation and regulations were followed
- Trained new employees with company culture
- Complied nightly sales numbers and accurately completed accounting tasks

PROJECTS

Buffer, Concurrency and Wikipedia Software | *Java, JUnit, Git*   December 2021
- Developed a server-based application that took requests from clients and returned results from Wikipedia in order of receiving them.
- Programmed a thread-safe buffer to store visited pages, and complete tasks such as determining trending pages, finding the shortest path between two Wikipedia links, creating a search function, and more
- Collaborated with a team of fellow students and used git version control to share and commit code

Document Analyzer | *Java, JUnit, Git*   October 2021
- Implemented a program with a team of students to compare text documents and sort by writing style
- Calculated word/sentence-level metrics, such as word count, word ratio, average sentence length, most positive and most negative sentence
- Used Jensen-Shannon Divergence to determine possible authors and then sort documents into partitions by similarity

Asteroid Gold | *Python, Pygame, Android SDK, Apache ANT*   February 2018
- Developed a mobile game from scratch, programmed everything from game loop to player inputs to enemy AI
- Runs natively on Android and is available on the Google Play Store
- Has around 1000 installs and an average 4.5/5-star review

TECHNICAL SKILLS

Languages: Java, Python, C/C++, HTML/CSS
Concepts: Data Structures, Algorithms, Databases, Software Development, Problem Solving, Object-orientated Design
Developer Tools: Git, Linux, Xcode, Pip, JyputerNotebook, Visual Studio Code, IntelliJ
Libraries: Pygame, NumPy, Scikit-Learn, Tkinter, Matplotlib