

Experience

Coursera | Software Engineer – Mountain View, CA – Fall 2018

Building new features for the Coursera platform. Partner Experience team.

Thalmic Labs | Software Engineer – Kitchener, Canada – Winter 2018

Designed and created scalable microservices in Go for high-workload cloud operations. Created a concurrent file streaming service to shorten download time by more than 80%. Managed the setup of a new Kubernetes cluster and its AMQP connections.

ScribbleLive | Software Developer – Toronto, Canada – Summer 2017

Restructured back-end microservices in Node.js to optimize newsfeed performance. Introduced tag editing and searching capability for liveblog posts using ElasticSearch.

ScribbleLive | Software Testing Developer – Toronto, Canada – Fall 2016

Fronted the development of the product's back-end automation project using Java Selenium, reducing testing time by more than 30%.

Genetec | Programming Intern – Montreal, Canada – Winter 2016

Scripted customizations into Dynamics CRM using C#, accelerating customer-facing processes in various departments.

Projects

Story and Canvas

A collection of WebGL mini-projects that explore web graphics and browser performance. Particular point of focus is user-centric and visually striking storytelling.

Visualyrics (MCHacks 2017)

A web app that leverages IBM's Watson and Lexalytics' Semantria machine learning APIs to analyze song lyrics for sentiment and output data visualization using WebGL.

Skills

Languages

Scala, Java
Go (GoLang)
Javascript ES6, ES7
C, C++

Frameworks

SBT, Play
AMQP (RabbitMQ)
React.js, Node.js
WebGL

Tools

AWS
Kubernetes
Docker
PostgreSQL

Education

University of Waterloo, B.A.Sc. in Computer Engineering

Expected graduation date – June 2020

Leadership

EngSoc | Arts Director – Sept 2017 – Aug 2018

Overseeing the logistics and planning of arts-related events for the Engineering Society. In the past, coordinated DIY neon workshops which increased turnout rate by 7 times.

EngSoc | Tech Workshops Director – Sept 2017 – Aug 2018

Compiled material for WebGL workshops and guided students through the basics of Three.js, 3D model to browser imports and cube map VR concepts.