

Work Experience

Lead Developer, University of Waterloo - Games Institute

May 2024 - Dec 2024

- Primary technical lead for the entire project, responsible for architecture, design, and implementation of new features.
- Independently lead teams of 4-7 developers to overhaul the full-stack application written in Go and React.js.
- Pushed project timelines forward by 6 months by significantly improving development speed and code quality.
- Conducted code reviews, mentored developers, and worked with clients to determine project requirements and scope.

Machine Learning Engineer (Part-time), University of Waterloo

Sep 2024 - Dec 2024

- Improved ECG diagnosis accuracy from 86.1% to 98.6% while simultaneously reducing model size by a factor of 250 times by architecting a neural network from scratch with PyTorch.

Project Lead, Scrawl Development Inc.

Jan 2023 - Aug 2023

- Lead developer on over 20 projects, including a reactivity library for Vue.js, a browser extension plugin for Vite, and various API specification & mocking utilities.
- Mentored several junior developers by providing technical guidance, conducting code reviews, and completing performance evaluations.
- Collaborated across 4 different teams to develop tools, infrastructure, CI/CD, web components, and APIs.

Internal Tools Developer, Scrawl Development Inc.

May 2022 - Dec 2022

Junior Network Administrator, Questenterprise Inc.

Sep 2021 - Dec 2021

Personal Projects

Infinite Craft Wiki

Web Interface

Vue, Tailwind, Data handling

Used by over 84k players, compiled 6.6 million recipes from the game "Infinite Craft" into a searchable interface without requiring a database. and achieved 1.1 million page views in the first 4 months of operation.

MineNewt

Machine Learning

Rust, Python, Neural Networks

Created a machine learning library from scratch in Rust, and researched novel encodings of neural networks with stochastic (probabilistic) bits. Developed a Python library for simulating performance of networks encoded this way, and embedded it into a custom chip architecture.

— See GitHub for more projects —

Skills

Frontend & Web Development - Javascript/Typescript · React · Vue · Tailwind · REST APIs

Programming Languages - Rust · Python · Node.js · Golang · C/C++ · Bash

Infrastructure & Tools - Linux · Docker · AWS · Git · MongoDB · PostgreSQL · MySQL · CircleCI

Soft Skills - Delegation Leadership · Technical Mentoring · Conflict Resolution · Automation

Education

University of Waterloo 2020 - 2025

Computational Mathematics, Combinatorics & Optimization (Co-op)

Quantum Cryptography School for Young Students 2019

Studied theoretical physics & cryptography at the Lazaridis Quantum Nano Center and Perimeter Institute.