

Skills

- 📚 **Languages** • Golang, Python, Java, Bash, SQL & NoSQL, C#, TypeScript/JavaScript, PHP
- 🔧 **Frameworks/Libraries** • Node.js, React, gRPC, Angular, Django
- 🔧 **Tools/Services** • GCP, AWS, Kubernetes, Docker, Terraform, Redis/Memcache, Git, Linux, CI/CD, Jira

Experience

Software Engineer (Fulfillment) 🏢 **Tulip Inc.** 📍 **Toronto, Ontario** September 2020 - Present

- Accepted a return offer to build a COVID-19 inspired grocery-delivery/fulfillment service in the greater Toronto area.
- Working closely with a small, agile team to roll out features in short time periods with minimal guidance.
- Participating in code reviews and testing to quickly move code through the pipeline.
- Refactoring an outdated codebase to be ready for production.
- Familiarizing myself with an entirely new codebase in a short period.

Software Engineering Intern (Product & Launch) 🏢 **Tulip Inc.** 📍 **Toronto, Ontario** September 2019 - September 2020

- Transitioned the Tulip platform from a client specific model to a scalable **SaaS model**.
- Worked closely with clients to ensure their needs are met.
- Maintained & optimized large ETL pipelines to perfectly suit the clients needs.
- Used Jira, Git, Confluence, and Azure DevOps to manage tasks.
- Built and designed **RESTful APIs**.

Software Developer 🏢 **Penny Studios Inc.** 📍 **Toronto, Ontario** October 2017 - March 2019

- Sole developer of a handful of mobile applications built in C# and Unity 3D.
- Communicated with artists on the team about best practices and taught some programming tasks.

Fullstack Developer 🏢 **Initiative for Neuroscience & Dementia.** 📍 **Toronto, Ontario** July 2014 - March 2017

- Volunteered to develop the I.N.D's website which raised over \$10,000 for dementia research.
- Upgraded the website to be more responsive and mobile friendly.

Projects

UDP Server ⚙️ **Golang, Redis, GCP** June 2020

- Upgraded a **Peer-to-Peer** server to the **Client-Server** model with Golang and deployed to Google Cloud's App Engine.
- A highly modular UDP Server that allows real-time data to be delivered to client devices..
- Used Test Driven Development (TDD) and included tests to the CI/CD pipeline using Github Actions.

Sumo Royale - Available on the App Store ⚙️ **Golang, C#, Unity Engine** May 2020

- Recreated a classic game by adding real-time multiplayer functionality to the classic Sumo genre.
- Real-time multiplayer powered by my UDP server written in Go.

Memories App ⚙️ **Swift, Firebase** January 2019

- Native iOS application using **Swift 5** allowing friends to share photos & videos.
- Main purpose of this project was to familiarise myself with native mobile development.

Education

B.Sc. Hon. Computer Science 🎓 **Ryerson University** September 2016 - Spring 2021

- **Relevant Coursework:** Data Structures and Algorithms, Software Engineering, Database Systems, Artificial Intelligence, Computer Networks, Web Development and Usability Testing.