

Quick learner with diverse experience of technologies and programming languages. Eager for problem solving from product design, to systems architecture, application development, and lifecycle management. Strong background in mathematics. Always looking forward to collaborate with good ideas and people.

SKILLS

<i>strong</i>	Scala, Java, C/C++
<i>able to use</i>	C#, Android, JavaScript, HTML, CSS, SQL, Swift, Kotlin, Python, PHP, iOS, Objective-C, Go
<i>tools</i>	Git, Jenkins, Splunk, Datadog, Grafana, Firebase
<i>concepts</i>	Data Structures, Algorithms, Databases, Event-Driven, Functional

EXPERIENCE

Mobile Puzzle Game Creator Sep 2018 - Current

Design of original game concept and seamless player experience. Monetization through advertising and in-app purchases. Implementation for Android and iOS in C++ using the Cocos2d-X engine. Integration with Firebase for analytics, crash reporting, and remote configuration. Available soon.

HomeAway Software Engineer Feb 2017 - Jun 2018

Backend applications in Scala that deliver marketing feeds to Google, Facebook and Criteo supported by Kafka, Cassandra, S3 and Spark. Continuous integration with Jenkins and continuous deployment with internal tool. Application monitoring and alerting with Datadog and Splunk.

Net-A-Porter Group Associate Developer Nov 2015 - Feb 2017

Development, maintenance and support of REST services and payment APIs using Spring and Hibernate. Design of a Elasticsearch index. Pipeline configuration using Puppet. Prototype of a functional approach to API development with Java 8. Prototype of model-driven GraphQL implementation.

Critical Manufacturing Summer Internship Jul - Sep 2014

WPF application in C# that compares and exports data between a staging environment and production. It used flexible and efficient Data Structures to accommodate a configurable data model, configurable behavior (through Runtime Reflection), and large amounts of data.