

## SKILLS

Technologies: TypeScript, JavaScript, React-Native, NativeScript, React.js, Angular, Redux, NgRx, RxJs

## EDUCATION

### Bachelor's of Computing

2017 – 2018

University of Guelph

### Advance Diploma of Software Engineering Technology

2013 – 2016

Centennial College

## EXPERIENCE

### Software Developer

Jan 2019 – present

Vish ltd. | Montreal, Quebec

- Accelerating rebuild and tech stack upgrade of main tablet NativeScript Angular application
- Working with functional programming patterns to completely overhaul UI and UX based on user needs
- Unit and end-to-end testing components leveraging Jasmine, TypeScript Mockito and NativeScript Appium
- Contributing to other applications in the suite using Angular, RxJs, NgRx, Ramda, PostCSS and more

### Software Developer

Sept 2018 – Oct 2018

GoFind.ai (now XR web) | Toronto, Ontario

- Developed and maintained application that leveraged React-Native and Redux
- Built React.js web application for demoing image recognition capabilities

### Software Developer

Jul 2017 – Aug 2017

Zippy Consulting (now Inventif Wearable) | Toronto, Ontario

- Developed Android application using React-Native and JavaScript
- Worked as part of a team to create wearable device control of video player application

### Software Developer

Nov 2016 – Aug 2017

WIMTACH | Scarborough, Ontario

Cross Platform Access Control App

- Developed Android and iOS access control app using React-Native
- Added user login, Bluetooth Low Energy connecting and microcontroller communication for access control

3D Graphics Module for Website Front End

- Created graphics module for managing 3D models using Three.js and TypeScript for building mechanical arms
- Implemented a system for combining parts; adding/removing, saving/loading custom combinations of parts

3D Simulator Synced with Wearable Device

- Developed Windows and Android walking simulator application using the Unity Engine
- Achieved wearable device communication to synchronize avatar steps with user
- Implemented Bluetooth packet management