

Education

Bachelor's of Computer Science,
University of Waterloo
(2016 to 2021)

- * Alumnus of the Waterloo Math in Europe Program (Summer, 2017).
- * Took courses on Operating Systems and Sequential Programming using MIPS and OS161-kernel.

Volunteering

Mentor, Various Hackathons

- * Ran workshops on web development with HTML CSS, and JavaScript.
- * Took initiative in leading the mentors and helped facilitate coaching for more hackers.

Head Leader,
Waterloo Orientation

- * Responsible for coordinating a team of 8 volunteers to lead over 100 first year students in their orientation activities.
- * Learned to coordinate with staff and other team leaders by radio.
- * Trained and certified in Emergency First Aid

Skills

Languages

- * C
- * C#
- * C++
- * Python
- * Java
- * HTML/CSS
- * JavaScript
- * SQL
- * MIPS
- * French

Technologies

- * Unity3D
- * NodeJS
- * React
- * ExpressJS
- * JQuery
- * ASP.NET
- * IBM Cloud
- * Google Cloud
- * Firebase
- * OS 161

Work Experience

Co-op Programmer, Next Level Games

Sept. 2019 to Dec. 2019

- * Worked with both programmers and content creators to fix bugs and create workflow improvements for NLG's tools and game engine.
- * Created additional control schemes and a flexible hotkey system to help the studio transition its toolset from 3ds Max to Maya.
- * Designed and built a new animation blending tool for NLG's Character Editor.

Associate Developer, Motive Studios (EA)

Jan. 2019 to Apr. 2019

- * Developed workflow improvements for a variety of tools used by artists, writers, voice directors, designers, and other content creators.
- * Implemented new mechanics and gameplay components into production code based on the design and later feedback of gameplay designers and testers.
- * Worked in C# and C++ on large codebases such as Frostbite and the Frostbite Editor.

Software Developer, Edisoft Inc.

May 2018 to Aug. 2018

- * Developed, debugged, and tested for the Merchant Cloud, a cloud-based solution to Edisoft's flagship product (Merchant), created using Microsoft ASP.NET MVC 5.
- * Worked to deliver biweekly fixes and features in a fast-paced Agile-Scrum environment.
- * Collaborated with QA engineers, customer service agents, and product managers to tailor releases to client needs.

Personal Projects

BunkerBoxerBot

Jul. 2019 to Aug. 2019

- * An AI which plays the classic real-time strategy game Starcraft, developed for the 2019 Aiide Starcraft AI competition.
- * Manages the economy, production of units and buildings, collection of information, and directs individual units during combat.
- * Built in C++ using the open-source BWAPI library to interact with the game.

Gachoful Girlfriend

Apr. 2019

- * A goose-dating sim with rhythm and bullet dodging minigames, which **won "Most Polished"** at the Spring 2019 Waterloo Game Jam.
- * Implemented an object-pooling game design pattern for the bullet dodging section.
- * Created in Unity using an open-source visual novel library modified to suit the needs of our game.

Cozy Roads

Sept. 2018

- * **Won Best Use of Google Cloud Platform** at Hack The North, a 36-hour hackathon at the University of Waterloo.
- * Created to help people find the safest possible route to their destination.
- * Built on Google Cloud Platform with Google Firebase, Google Maps API, and the SurveyMonkey API.