

Work Experience

Associate Developer, Motive Studios (Electronic Arts Inc.)

(January—April 2019)

- * Developed workflow improvements for a variety of tools as requested by artists, writers, voice directors, designers, and other creators.
- * Created new mechanics and gameplay components based on the design and later feedback of gameplay designers and testers.
- * Worked in C# and C++ on Motive's newest unannounced title, and on other large codebases such as Frostbite, Drone, and Journey.

Software Developer, Edisoft Inc.

(May—August 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.

Cloud Developer, Ontario Ministry of Health

(September 2017—January 2018)

- * Created a proof-of-concept application for a cloud-based reporting form for First Nations to document their use of provincial funding
- * Used the IBM Cloud Foundry platform, ExpressJS framework, and MySQL for the database.
- * Wrote thorough user documentation to help other employees and future co-op students learn how to develop for the IBM Cloud

Personal Projects

HME Chess

(April, 2018)

- * A Chess game featuring player vs player or player vs computer game modes, with a choice of three different types of basic AI.
- * Built with a rigid object structure, implementing Observer and Command design patterns
- * Coded in C++, with simple graphics created from X11

Badgario

(October—December, 2017)

- * A 2d single-player arcade game with a customizable final boss.
- * Implemented basic game design patterns, including game loops, event listeners, cameras, game objects, and object collision detection.
- * Used Python and the Pygame 2d game engine

Cozy Roads

(September, 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 the Google Cloud Platform with Google Firebase, the Google Maps API, and the SurveyMonkey API.

Volunteering

Mentor, ToHacks

(July, 2018)

- * Ran an hour-long workshop on basic web development with HTML and CSS.
- * Took initiative in leading the mentors and helped facilitate coaching for more hackers.
- * Helped out the planning team with administrative duties and tasks.

Education

Bachelors of Computer Science (Co-op), University of Waterloo

(2016—2021 expected)

- * Took courses on object-oriented programming, data structures, linear algebra, and memory management.
- * Executive member of the UW Party Games Club, which runs weekly board game and videogame events.
- * Alumnus of the Waterloo Math in Europe Program (Summer, 2017).