

## EMPLOYMENT

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### Software Developer, Intern

**CES Corporation**

**September 2023-January 2024**

- Single-handedly engineered a robust **Node.js API** interfacing with Modbus servers in PLCs, streamlining data retrieval processes.
- Conceived, designed, and implemented a **ReactJS** web application to empower clients with remote control over miners, pumps, fans, and HVAC systems, addressing a crucial need for efficient management.
- Ensured seamless integration between the API and the web application and utilized **ThreeJS** to improve the UI on the web application.

### Software Engineer, Intern

**Neurocage Systems Ltd.**

**January 2022-August 2022**

- Developed a backend project utilizing **computer vision and machine learning** in Python for the analysis of mouse behavior.
- Created a motion tracking system to assess rodent health.
- Enhanced and maintained the company's website for veterinarians using **Python Flask, HTML, and JavaScript**, resolving existing issues.
- Implemented a user feedback form on the website, connecting it to GitHub Actions for immediate developer access.

## EDUCATION

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**Edmonton, AB, Canada**

**University of Alberta**

**Fall 2019 – May 2024**

- Currently pursuing a bachelor's degree in software engineering co-op

## TECHNICAL EXPERIENCE

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### Projects

OpenAI Project Idea Generator and Resource Finder | Jan 23

- Created a web application that leverages the **OpenAI Davinci model and Reactjs** for generating project ideas and providing corresponding resources through links.
- Utilized user input parameters such as coding languages, project type, team size, experience, and desired number of ideas to generate a dynamic list of project suggestions.
- Enabled users to select a project idea and receive a customized list of resources generated by the OpenAI model.

Online Connect4 and Toot/Otto Game Simulation | Apr 23

- Developed a web-based simulation of Connect4 and Toot/Otto games, allowing users to play against human opponents or a CPU using **Rust, MongoDB and REST API**.
- Implemented a database for tracking scores, leaderboard rankings, and game history.
- Utilized **Rust and Javascript** for backend/frontend development and **MongoDB** for storing game data, enhancing the overall user experience and game performance.

## ADDITIONAL EXPERIENCE AND AWARDS

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- Served as a Peer Tutor for Lister Center at the University of Alberta, providing academic assistance to fellow students.
- Participated in Project Citizen National Showcasing, teaching basic math and English to underprivileged children.
- Contributed to the You Read They Learn Initiative, promoting book donations to support the education of underprivileged children.
- Received 4 top 3 medals for International Mathematics and Cyber Olympiads, showcasing strong problem-solving and analytical skills.

## Languages and Technologies

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- C, C++, Java, Rust, JavaScript, MySQL, SQLite, OpenCV, Reactjs, Flask, Python, ARMv-7, MATLAB, HTML.
- VMware, Networking TCP/IP, AWS, PowerShell, Git, Circuit Designing, Android Studio, node.js, VHDL.