McMaster University

**=** 09 2021 - 04 2025

Hamilton, Ontario, Canada

Software Developer | CIBC

**1** 01 2024 - ONGOING

Toronto, Ontario, Canada

- Part of the RMVV and DevOps teams
- Aiding the development of different applications

Software Developer | Practice Perfect EMR

**=** 05 2022 - 09 2022

- Orangeville, Ontario, Canada
- Designed an API tester that checks server health along with producing PDFs from APIS
- Generated JSON files from server calls
- Created a GUI for the application in Java for a better user experience
- Decreased overall test duration and bug fix times by 50%

## **Coding Experience**

Game Development Club | McMaster University

**1** 09 2023 - ONGOING

- Hamilton, Ontario, Canada
- Currently learning and using Godot as a game engine to gain expertise in creating diverse game genres, including platformers, visual novels, and fighting games.
- Focusing on the development of different games along with the design of various amounts of assets (art, music and animation)

**VEX Robotics | Newmarket High School** 

**=** 09 2019 - 03 2020

- Newmarket, Ontario, Canada
- Used VEXCode V5 to develop an application that allowed the team robot to move in the x-y plane
- Aided in the software development of the team robot and helped all 10 allied teams with code
- Designed the clamp mechanism to score points and a block storage area that held 25% more blocks on average

Elite Lu Website | 😯 | 🌐

- **1** 09 2023 ONGOING
- Demonstrated coding prowess and artistic abilities through the creation of a captivating website that effectively showcased technical skills and creative talent, resulting in increased visibility and recognition within the industry
- Crafted three supplementary applications, among them a pixel background generator for websites, while also executing two subdomains for side projects like an art portal
- Scores around 90%-95% in terms of efficiency based on PageSpeed Insights

**API** and Server Stability Tester

- **=** 05 2022 09 2022
- Developed two distinct GUIs that facilitated the generation of JSON and the creation of PDFs from APIs
- Maintained server health and stability by executing simultaneous server calls in sets of five, ten, or twenty
- Produced JSONs of server information of users and decreased test durations by a factor of 50%



**1** 01 2022 - 05 2022

- Developed a math game that teaches students in grades 11 and 12 the basics of derivatives in the form of a game
- Featured two main game modes: "freeplay" and "normal play", offering distinct game experiences for players, with the latter incorporating a three-lives system.

• Incorporated procedural generation for interactive user gameplay to engage students, facilitating their easy acquisition of derivative knowledge CSS Java ARM ) C C++ ` Elm Gradle ` Haskell HTML JavaScript Latex Processing Prolog SQL Python Next.js React Eclipse GitHub JupyterHub MATLAB OverLeaf VS Code DBeaver Netbeans English Mandarin Chinese