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EXPERIENCE

DarwinAI | Full Stack Developer

Jan 2021 – Apr 2021

- Worked on **React** web app for the **COVID-Net Initiative**; a neural network platform for detecting diseases from X-ray and CT scans
- Rebuilt paginated table component on dashboard to **reduce page loading times by 7x** and support automatic updates through polling
- Integrated hospital **PACS server** (Picture Archiving and Communication System) with the web client to allow users to easily query medical data
- Implemented UI features to support multiple users, notifications, and the displaying of inferences from various deep learning models

Providius Corp. | Software Developer

May 2020 – Aug 2020

- Built a UI for Linux Traffic Control using **Angular, Python, Flask**, and **Socket.io**, making it more accessible for developers to simulate faulty network connections and test network monitoring products
- Developed a custom browser in **C++**, using **Qt** and **Chromium Embedded Framework** to **reduce average CPU usage** of a large-scale web app **by 24%** and enable seamless integration with third-party vendor apps

PROJECTS

Linklist | Landing Page Creator

Dec 2020 – present

- Built a full stack web app for creating mobile-friendly pages to list social media links, using **React, Redux**, and **Next.js** for the frontend
- Developed an **Express REST API** for storing and updating user data in **MongoDB**, integrated authentication/authorization using **JWT**, and implemented email verification

Procedural Landmass Generation | Unity 3D

Oct 2020 – Apr 2020

- Created an infinite 3D terrain generator that uses Perlin noise and implemented threading to improve performance

Virtrolio | Virtual Yearbook Signing

May 2020 – present

- Worked in team of 7 to create a web app for students to sign yearbooks virtually during **COVID-19** using **Angular** and **Bootstrap**
- Integrated **Firebase Cloud Firestore** to allow users to privately sign and receive customized yearbook messages

FedoraField | Unity 2D Video Game

Oct 2019 – Mar 2020

- Developed a **C# Unity** game in which players interact with enemy projectiles by putting them into gravitational orbit

SKILLS

Languages

TypeScript • JavaScript • HTML • CSS/SCSS • Python • C • C++ • SQL

Frameworks/Tech

React • Redux • Angular • Bootstrap • Node.js • Express • Jest • Flask • MongoDB • Firebase • Qt

Tools

Git • Bash • Jira/Confluence • Unity • Figma • Adobe Illustrator

ACTIVITIES

EngHack | Director + Developer

Feb 2021 – present

- Coordinating mentorship & workshops for UWaterloo's annual EngHack hackathon

Hack the North | Hacker + Mentor

2018, 2019, 2021

- Competed in and mentored others at Canada's biggest hackathon

EDUCATION

University of Waterloo

Bachelor of Software Engineering


2019 – 2024

- **Relevant courses:** Foundations of Sequential Programs, Logic and Computation, Statistics, Combinatorics

ACHIEVEMENTS

- Schulich Leader Scholarship Canada
- Ted Rogers Scholarship
- Shad Valley Alumni Scholarship

INTERESTS

- UI/UX and Graphic Design 
- Game Design
- Filmmaking and Animation
- Guitar