

Jasmeet Oberai

🌐 jasinobe.com ▪️ 📄 github.com/jasmeeto ▪️ ✉️ jasoberai@gmail.com ▪️ 📞 647-718-3646

Skills Summary

- Mobile/Web: iOS, Android, JavaScript, CSS3, HTML5, Node.js
 - Desktop: C/C++, C#, Java, Ruby, Python, Bash
 - Frameworks/Tools: RoR, Backbone.js, OpenGL ES 2.0, django, Guava, jQuery, Git
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Experience

 snapchat

Venice, CA

SDE Intern - Snaplabs Team - iOS

Sept. 2015 - Dec. 2015

- Worked with and programmed for cutting edge prototype devices
 - Tools/Frameworks Used: *Git, Xcode, Asana, GDB*
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Bloomberg

New York City, NY

Software Developer - Bloomberg Query Language Team

Jan. 2015 - May 2015

- Worked on adding and optimizing functionality for BQL engine core, mainly in Java
 - Tools/Frameworks Used: *Hadoop, Spark, Vectorwise, Spring, ANTLR, MySQL, R*
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 amazon.com

Seattle, WA

SDE Intern - Instant Video - Android

May 2015 - Aug. 2015

- Added cross team HTTP service integration for the application and worked on visual design for storefront
 - Tools/Frameworks Used: *Git, Eclipse, Android SDK, EasyMock, PowerMock*
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 MOREGA™

Toronto, ON

Developer - Firmware Team - C++/ iOS

Sept. 2013 - Dec. 2013

- Worked on iOS Video Player App to stream video, using OpenGL ES 2.0 & GLSL for frame rendering
 - Tools/Frameworks Used: *SVN, Paramiko, Vim, Bugzilla, XCode, Bash, GMock*
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 flip

Toronto, ON

Software Developer - Backend - RoR

Jan. 2013 - Apr. 2013

- Worked on web application implemented in Ruby on Rails running on Amazon Web Services (including S3)
 - Tools/Frameworks Used: *RoR, HTML5, CSS3, MySQL, FogBugz, Git*
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Personal Projects

ItinPlanner : Travel planning Android app created during fourth year as a design project

Sketch Server : A real-time multi user sketch pad made using Node.js, Backbone.js, Omni.js, HTML5, and CSS3

ideaHub : Web app that allows budding entrepreneurs to share ideas - Node.js, MongoDB, Jade

Goose Pursuit : 2D Android game created with libgdx based on the classic game Duck Hunt

Education

University of Waterloo

Waterloo, ON

Bachelor of Software Engineering

Sept. 2011 – June 2016