Jasmeet Oberai

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Skills Summary

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

Experience

snapchat

Venice, CA

SDE Intern - Snaplabs Team - iOS

Sept. 2015 - Dec. 2015

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

Bloomberg

New York City, NY

Jan. 2015 - May. 2015

- Software Developer Bloomberg Query Language Team
 - → Worked on adding and optimizing functionality for BQL engine core, mainly in Java
 → Tools/Frameworks Used: Hadoop, Spark, Vectorwise, Spring, ANTLR, MySQL, R

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

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



Toronto, ON

Software Developer - Backend - RoR

Jan. 2013 - Apr. 2013

- \rightarrow 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

Personal Projects

ItinPlanner: Travel planning 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

Relevant Courses: Security, Operating Systems, Concurrency, Artificial Intelligence