

Education

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|---|------------------------------|----------------------------|
| Toronto, ON, Canada | University of Toronto | Fall 2010 – Present |
| <ul style="list-style-type: none">• B.A.Sc in Computer Engineering, Expected graduation date: June 2015• Cumulative GPA: 3.83 out of 4.0 (Dean's Honors List)• Coursework: Distributed Systems, Operating Systems, Algorithms & Data Structure, Databases (SQL), Computer Networks, C++, Object Oriented Programming (OOP).• Personal Development: Udacity - Web Development, Python. Coursera - Startup Engineering. | | |

Work Experience

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| Software Engineer Intern | Marin Software, San Francisco | May, 2013 - 2014 (1 year) |
| <ul style="list-style-type: none">• Developed backend code in Java for Marin Software's Online Advertising Management Platform as part of the URL Builder pod including writing unit tests using JUnit and Mockito.• Enhanced URL building features in the Marin App to support self-onboarding of customers.• Reduced significant time and increased reliability in resolving data discrepancies by building an automated asynchronous tracking URL validation system that processes millions of ads daily. | | |
| Software Engineer Intern | Next Mobile (Startup), Toronto | Summer 2012 |
| <ul style="list-style-type: none">• Designed, developed a Blackberry app for Electric Courage – the company's social networking app.• Integrated Facebook and Twitter login, employed location services and API calls to company's server.• Successfully built the app and published to the Blackberry App World. | | |
| Computer Vision Research Intern | University of Augsburg, Germany | Summer 2012 |
| <ul style="list-style-type: none">• Researched on object detection methods focusing on PASCAL VOC2007 Object Detection Challenge.• Implemented visualizations for the object detection system using OpenCv, Matlab and Microsoft Visual C++ that enabled the evaluations of different detection methods.• Optimized the overall object detection system by 30%. | | |
| Engineering Intern | Pentamaster Technology, Malaysia | Summer 2011 |
| <ul style="list-style-type: none">• Designed automated quality-check stations, assembled CPUs, created backup files and installed OS. | | |

Technical Projects

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- **Tag-It Store, AngelHack Kuala Lumpur Hackathon** (2014). Created in 24 hours in a group of 5 an iOS e-commerce app for online shopping. Top 5 finalists among 50 teams. C#, Xamarin, iOS SDK.
 - **Distributed Multiplayer Mazewar Game** (2013). Decentralized multiplayer game with synchronization, no single point of failure and load balancing. Java, Apache ZooKeeper.
 - **Real Time Polling App, Windows Phone 8 Hackathon** (2013). Java, C#, Google Charts API.
 - **Operating Systems** (2012). Developed OS kernel: threads, processes, synchronization, scheduling, memory management and file systems on Harvard's OS161. C.
 - **Video Games on FPGA** (2011 - 2012). Super Mario Bros. and Bomberman. Verilog, C, Assembly.

Co-curricular Activities

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- **Attendee**, Startup School 2013, Y Combinator
 - **Volunteer**, Windows Phone 8 Hackathon 2013, University of Toronto
 - **Member**, The Hacker Academy, University of Toronto (2011 - present)
 - **Webmaster**, Malaysian and Singaporean Students Association (2012 - 2013)

Languages and Technologies

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- Java (self-taught), C, C++, Verilog, Assembly, Matlab, PHP, AngularJS, Javascript, HTML, CSS
 - Spring, Hibernate, JUnit, Mockito, Eclipse, SVN, Git, Blackberry SDK, Linux, UNIX, Mac OS

Scholarships and Awards

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- **Top 5 finalists, Creative Business Cup Malaysia** (2014): Top business concept qualified to the final.
 - **German Academic Exchange Service Scholarship** (2012): Summer research position in Germany.
 - **Top project in Digital Systems course** (2011): 1 of the top 3 final projects out of 80 projects.