
EMPLOYMENT

Software Engineer II	Amazon (Audible)	Apr 2018 - Present
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- Decreased latency of web application by 20% by batching service calls and optimizing excessive checks
- Led team in deprecation of old web framework and migration to new web framework
- Extended controller logic to add metrics to all pages and simplified building views to be rendered in parallel
- Onboarded data query language (like GraphQL) to a backend service to speed up front-end development
- Setup front load balancer, reverse proxy, and testing environments for Audible websites

Software Engineer	Amazon (Audible)	Aug 2016 – Mar 2018
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- Created an inspector for debugging scheduled content on the Audible website
- Presented in brown bag sessions about how to create pages on the web framework and pixel tracking
- Integrated Amazon services to the web framework such as content scheduling, S3, localization, clickstream
- Setup metrics, monitors and alarms for Audible websites for operational excellence
- Added external analytics to the web framework for clickstream and impression tracking

Software Engineer Intern	Amazon (Audible)	Sep 2015 – Dec 2015
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- Created production pages such as trial pages that are visited by millions of users per day
- Created reusable page templates in the web framework that can be redesigned without any deployments
- Setup integration testing framework to perform integration tests against the website

Software Developer	SAP	Jan 2014 – Dec 2014
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- Added version detection and keyword matching logic to IQ Database Migration Tool
- Created regression tests against IQ database after upgrading to other versions of IQ
- Increased test coverage of IQ database against large concurrent queries
- Investigated and fixed locking and contention issues in IQ

Software Engineer Intern	D2L	May 2013 – Aug 2013
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- Added caching to ANT build script instead of rebuilding all libraries lowering build times significantly
- Automated packaging of web application binaries and adding file metadata to all the binaries
- Created customized widgets required by clients on production pages.

EDUCATION

Waterloo, ON	University of Waterloo	Fall 2011 - June 2016
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- Honours Bachelor of Applied Science (BASc) in Computer Engineering

TECHNICAL EXPERIENCE

Projects

- **2D Side-scrolling Game** – An obstacle game where the objective is to reach the end of the map. It is built on Unity using Rigidbody2D for physics and BoxCollider to detect collisions. Unity, C#
- **WATJob** – An iOS job finding application for Waterloo alumni which provides job postings and relevant information about them such as reviews, salary, interview information, etc. iOS, Swift
- **ShopSmart** – An Android application to allow shoppers to scan items while shopping, creating an electronic shopping list. Users can view reviews, insert reviews, and find products within the store using an interactive map. After creating an electronic shopping list, users can use a checkout station to pay. Android, MySQL
- **Social Network Web Application** – A doctor-patient social network where doctors and patients can add each other as friends, post reviews and rate doctors. MySQL, Java, JSP

Languages and Technologies

- Java; C++; SQL; JavaScript; HTML; CSS
- AWS; Spring; IntelliJ; Eclipse; XCode; Android Studio; Vim, Git, Perforce