

## EMPLOYMENT

<b>Staff Engineer</b>	<b>WarnerMedia Inc</b>	<b>July 2018-Current</b>
Client Framework Team		
<ul style="list-style-type: none"><li>• Built a customizable profile avatar feature for HBO Max which was used in over 200,000 profiles in first week of release.</li><li>• Designed and implemented the end-to-end advertising network infrastructure for HBOMax on iOS and tvOS</li><li>• Maintained a proprietary cross platform framework and its build infrastructure that is using a write once deploy anywhere paradigm targeting web, iOS, tvOS, Android, AndroidTV, TizenTV, PS4, Xbox, HiltonTV etc.</li></ul>		
<b>Software Engineer</b>	<b>Redfin</b>	<b>Winter 2017</b>
Notifications Team		
<ul style="list-style-type: none"><li>• Reduced time to organize and send push notifications by 10% by building a data pipeline for push notifications using Apache Kafka</li><li>• Built a fault tolerant and highly scalable Apache Samza application that delivered email recommendations to over 5 million users</li><li>• Worked with the Hibernate framework to extend backend functionality for email notifications</li></ul>		
<b>Junior Software Engineer</b>	<b>Digiflare</b>	<b>Spring 2016</b>
Connected Devices Team		
<ul style="list-style-type: none"><li>• Built a data analytics and export tool for debugging video stream quality on the Roku platform</li><li>• Worked with clients such as Vimeo and fuboTV to integrate custom designs and views into their respective Roku applications which resulted in higher user engagement</li><li>• Implemented custom Roku animation effects for smooth visual transitions</li></ul>		
<b>.NET Developer</b>	<b>IBM</b>	<b>Fall 2015</b>
<ul style="list-style-type: none"><li>• Created new RESTful APIs in C# for unified data access on a variety of platforms</li><li>• Revamped SQL Server Integration Services in company's flagship product to expedite data migration for large data sets</li></ul>		

## EDUCATION

<b>Waterloo, Canada</b>	<b>University of Waterloo</b>
<ul style="list-style-type: none"><li>• Bachelor of Software Engineering 2018</li><li>• Undergraduate Coursework: Operating Systems; Databases; Algorithms; Programming Languages; Comp. Architecture; Calculus III.</li></ul>	

## TECHNICAL EXPERIENCE

### Projects

- **Dreamote** (2016) <http://devpost.com/software/dreamote> : Created a program that recognizes hand gestures on hand drawn widgets to change the behavior of LEDs on an Arduino board. It won third place in an Enghack hackathon.
- **Watchdag** (2016) <http://devpost.com/software/watchdags> : Created an application that implements facial recognition and tracking through a video feed. Used Microsoft Azure APIs for backend storage and used OpenCV for image processing
- **2-Dimensional Puzzle Platformer** (2014): Built the physics engine from scratch in Java. It can utilize custom levels and custom obstacles as assets.
- **Doodle** (2014): Created a 2-D graphics drawing application which features custom colors and custom widgets. Save and Load Operations supported with XML, JSON and TXT file formats.

## LANGUAGES AND TECHNOLOGIES

- React; Golang; TypeScript; JavaScript; C++; C; Java; Python
- Android SDK ; Windows Phone SDK ; Windows Forms; Roku SDK
- Visual Studio; Microsoft SQL Server; Eclipse; XCode;