

## EMPLOYMENT

<b>Staff Engineer</b>	<b>WarnerMedia Inc</b>	<b>July 2018-Current</b>
Client Platform Team		
<ul style="list-style-type: none"><li>• Maintained a proprietary cross platform framework that is using a write once deploy anywhere paradigm. Added gradient support and upload picture logic for the cross platform framework. Responsible for fixing platform critical bugs that affected millions of customers across different platforms and browsers.</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

- C++; C; Java; Python ; Objective-C; C#.NET; SQL; JavaScript;
- Android SDK ; Windows Phone SDK ; Windows Forms; Roku SDK
- Visual Studio; Microsoft SQL Server; Eclipse; XCode;