

EMPLOYMENT

Software Engineer II	WarnerMedia Inc	2018-Current
Client Framework Team		
<ul style="list-style-type: none">• Built a customizable profile avatar feature for HBO Max which was used in over 200,000 profiles in first week of release.• Designed and implemented the end-to-end advertising network infrastructure for HBOMax on iOS and tvOS• 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.		
Software Engineer	Redfin	Winter 2017
Notifications Team		
<ul style="list-style-type: none">• Reduced time to organize and send push notifications by 10% by building a data pipeline for push notifications using Apache Kafka• Built a fault tolerant and highly scalable Apache Samza application that delivered email recommendations to over 5 million users• Worked with the Hibernate framework to extend backend functionality for email notifications		
Junior Software Engineer	Digiflare	Spring 2016
Connected Devices Team		
<ul style="list-style-type: none">• Built a data analytics and export tool for debugging video stream quality on the Roku platform• 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• Implemented custom Roku animation effects for smooth visual transitions		
.NET Developer	IBM	Fall 2015
<ul style="list-style-type: none">• Created new RESTful APIs in C# for unified data access on a variety of platforms• Revamped SQL Server Integration Services in company's flagship product to expedite data migration for large data sets		

EDUCATION

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

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;