

SOFTWARE ENGINEER · PRODUCTION ENGINEER · UWATERLOO SYSTEMS DESIGN ENGINEERING BASC. CLASS OF 2017

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Skills

**Languages** Ruby, Objective C, Go, Swift, Python

**Frameworks** Ruby on Rails, iOS, Cocoa

**Technologies** Kubernetes, Docker, Chef, Ansible, Vagrant, Elasticsearch, MySQL, Redis

**Tools** Git, Vim, Xcode

**Experience** 

# **Production Engineer, Cloud Platform**

Ottawa, ON

May. 2016 - August. 2016

SHOPIFY INC.

• Containerized and ported the internal image resizing service over to Google Cloud using Kubernetes.

· Worked on building a production ready platform as a service for internal developers using Docker and Kubernetes.

#### **Production Engineer, Developer Acceleration**

Ottawa, ON

SHOPIFY INC. September. 2015 - April. 2016

- Developed an on demand staging environment for developers to boot up standalone Shopify instances in the cloud.
- Built tools for developers to get access to production fidelity data during development.
- · Worked on the production pipeline reducing the deployment time to from 25 to 15 minutes.

## **Mobile and Backend Software Developer**

Ottawa, ON

Shopify Inc. May. 2014 - April. 2015

- Built functionality to add discounts on individual products on Shopify for iPhone.
- Integrated 3rd party payment gateways into Shopify Point of Sale application.
- Designed and developed improved tools for the support team to help Shopify retail customers.

iOS Developer Toronto, ON

CANADIAN BROADCASTING CORPORATION

September. 2013 - December. 2013

- Built a fully native iOS implementation for CBC's news client.
- Implemented an HTML parser in Objective C to dynamically layout news articles in the application.

Projects\_\_\_\_\_

devctl 6 Present

- · Developing a command line tool using golang, to simplify setting up and managing development environments.
- Currently implementing the ability to run docker containers for any required dependencies.

#### Hack the North Organizer 📎

Jan 2015 - Present

- Part of the organizing team for Canada's largest hackathon in Waterloo.
- Worked on the 2015 iOS application along with event logistics in 2015-16.

**Tendr** <sup>®</sup> McHacks

- Built an iOS app that helps users to find their next meal.
- Won 1st Place and a Thiel Fellowship Grant at McHacks 2015.

Code for Kids May 2014 - Jan 2015

- Volunteered for an Ottawa based nonprofit which aims to teach kids how to code.
- Helped organize and run events in Ottawa and started a Waterloo chapter.

FIRST Robotics 🗞 Jan 2014 - May 2015

- One of the mentors for a local FIRST robotics team, Team Dave 3683.
- Worked with other mentors to help highschool students design, build and program robots as per the cometition requirements.

Education

BASC. Systems Design Engineering

## University of Waterloo

Waterloo, ON.

September. 2012 - May. 2017

• Faculty of Engineering Dean's Honours List Winter and Fall 2014.