

## skills

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**Development Languages:** JavaScript (ES6), C++, C, Python, Scheme, HTML, CSS, SQL, GLSL

**Web Tools:** Node.js, React, Redux, Angular, Electron, Webpack, Gulp, Sass, Less, D3.js, WebGL, Express

**Other Tools:** Postgres, React Native, Qt, Git

## projects

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**League of Legends Analytics Tool** [bit.ly/2wtR8l3](https://bit.ly/2wtR8l3)

SEPT 2017 - PRESENT

- Designed and implemented a high-impact, **user-centered React + Redux** front end to visualize game analytics
- Developed a **Python** scraper and architected a **Postgres** database with **sequelize** to store and serve League of Legends champion and gameplay data

**Pokedex Web App + API** [bit.ly/2fJHcUi](https://bit.ly/2fJHcUi)

APR 2017 - PRESENT

- Architected a **Postgres** database to store Pokemon data scraped using **Node.js** for efficient read access
- Implemented front-end using **React + Redux** with a **Node.js (Express)** backend to handle database queries
- Optimized production build and development process using customized **Webpack 2** configurations

**Geometric Audio Wave Form Visualizer** [bit.ly/2fjxBTS](https://bit.ly/2fjxBTS)

JUN 2017 - JULY 2017

- Structured a **React** playlist application using a **flux** based architecture
- Analyzed and rendered audio frequency data onto an HTML **canvas** using **processing**-like techniques

**D3 Geographic Esports Visualization** [bit.ly/2xoWW9j](https://bit.ly/2xoWW9j)

JAN 2017

- Scraped and aggregated esports earnings data using **Node.js**
- Rendered processed data into a 3D self-rotating globe choropleth (heatmap) using **D3.js**

## experiences

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**Freelancer / co-founder | studio-ki.co**

SEPT 2017 - PRESENT

- Effectively worked with and provided consultation for clients to bring **mobile** and **web** applications to life
- Made architectural decisions to create **scalable** applications, directed branding and financial operations

**Software Engineer, part-time (Manufacturing Tools) | Thalmic Labs**

SEPT 2017 - PRESENT

- Reduced manufacturing process time** by 33% by developing intuitive interfaces using **React** with **flux** to communicate with machinery software via **WebSockets**
- Increased scalability** by migrating and re-architecting legacy web applications to modern frameworks

**Software Engineer (Prototyping) | Thalmic Labs**

MAY 2017 - AUG 2017

- Architected a **React** CRUD app that manages software updates, **reducing QA inaccuracy** by 90%
- Developed **Qt / QML** applications for user testing to validate product designs
- Implemented a desktop screen capture tool using **Electron** that streams image / video data to remote devices, improving Design team efficiency

**Full Stack Developer (Lab of Forward Thinking) | Manulife**

SEPT 2016 - DEC 2016

- Effectively communicated with stakeholders and designers to launch department's internal website redesign
- Developed **Angular** charting directives using **D3.js** for cutting edge retirement investment tool

## education

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**University of Waterloo**, Bachelor of Accounting and Finance

CLASS OF 2018  
EXPECTED GRADIATION: AUG 2018