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FRAMEWORKS

- Android
- .NET MVC 4
- Knockout.js
- Google VR
- Drupal
- Bootstrap
- LAMP Stack

LANGUAGES

- Java
- C++
- Scala
- JavaScript
- PHP
- C#
- XML
- CSS
- Bash

TECHNOLOGIES

Engine: Unity3D

IDE: Android Studio, Visual Studio

Tools: Git (GitHub, BitBucket), MySQL, Apache Web Server, SQL Server

OS: Linux, Windows

EXPERIENCE

Android Software Developer—RAVE Media—Kitchener, ON   Sept 2016—Dec 2016

- Upgraded Chromecast sender app with **Java** from v2 to v3
- Updated receiver app for Chromecast with **HTML5** and **JavaScript** to be compatible with v3
- Coordinated with design team to enhance app UI according to Google's **material design** standards
- Refactored and documented Java and **XML** files to follow **Android** best practices

Web Application Developer—Paralucent—Toronto, ON   Jan 2016—Apr 2016

- Implemented a web API for content management using **C# .NET MVC** with a JavaScript wrapper
- Developed front-end code for a responsive single page application using **Bootstrap** and JavaScript libraries like **jQuery**, **Knockout.js**, and **DataTables**
- Created an authentication process for a content management application using C# .NET MVC
- Managed live **Drupal** websites by scripting **PHP** and through the user interface
- Set up a remote server running **Debian**, **Apache**, and **MySQL** to host staging sites for testing

PROJECTS

PacmanVR, Personal

- VR game similar to PAC-MAN for **Google Cardboard** built in **Unity** using **C#**
- Created AI **pathfinding** implementing **Dijkstra's Algorithm** using a **custom priority queue**
- Designed and implemented user interface according to VR guidelines
- Created 3D map and item models using **Blender**

Teddy Laserhands, HackDartmouth 3

- Prototype for a VR game where the user's hand is the controller built in Unity using C#
- Connected the **Oculus Rift** to a **Leap Motion** hand tracker with Orion Beta

Mini C++ Compiler, Learning Experience

- Created scanner, lexer, parser, code generator, and assembler for a subset of **C++** implemented with **Scala**

DroneSafe, Nasa's Space Apps Challenge

- Mobile app to warn users of undesirable drone flying areas and conditions built in **Android Studio**