

Experience

Software Engineering Contractor Neuma Sep 2023 – Apr 2024

- Leading team of 4 to build immersive tool to collect and analyze psychedelic experiences
- Constructed fast and minimal system with <300ms second response times using Flask and SQLite
- Architected React frontend based on Figma designs, following client preferences
- Accomplished curation of high quality data by creating RAG powered chatbot to engage with psychedelic users, extracting valuable information for researchers

Software Engineering Competitor buildspace May 2023 – Aug 2023

- Enhanced video game experience shown by 5x increase in game replays by building Python toolkit for fun NPC interaction via LangChain and ChromaDB
- Accelerated adoption measured by 30% faster onboarding via clear and concise documentation
- Nurtured a Discord community with 30+ users, incorporating 4 user suggestions

Software Engineering Intern Canadian Imperial Bank of Commerce May 2022 – Aug 2022

- Empowered refinancing sales team to find better leads by developing house price prediction model with 90% accuracy within 10% of true price
- Enhanced code quality and stability with 10% reduction in bug-fixing time and accelerating development cycles by 5-10% by conducting workshops on GitHub CI/CD and TDD
- Boosted client convenience cutting account creation time from 1 hour in person to 10 mins online via backend integration with experimental government digital ID program
- Identified critical network exploit on CIBC network, meticulously documented reproducible steps, and promptly escalated to InfoSec for swift resolution, safeguarding user financial data

Portfolio Manager Queen's Algorithmic Trading Team May 2021 – Apr 2022

- Led team to 1st place among 20 teams by introducing ML techniques
- Raised trade signal accuracy by 20% by augmenting airline pairs trading algorithm with airport passenger data
- Oversaw 5 developers in creating a Python stock trading algorithm with a 50% win rate

Teaching Assistant Queen's University Sep 2021 – Apr 2022

- Reviewed an average of 2500 lines of Python code weekly, delivering comprehensive feedback that consistently raised subsequent assignment grades by an average of 6%
- Led interactive office hours for 3 hours weekly, resulting in a remarkable 20% average improvement in assignment scores for participating students
- Guided over 250 students through email inquiries, resolving complex Python and discrete math problems and contributing to their academic success

Education

- Queen's University | Bachelor of Computing (Honours) | GPA: 3.8

Skills

- Python, Java, C, C++, Javascript, SQL, NumPy, Pandas, Keras, Pytorch
- Linux, Bash, Git, CI/CD, Docker, AWS, Azure, Operating Systems, Neural Networks