

EDUCATION

Candidate for Bachelor of Computing Science

University of Waterloo, *Waterloo, Canada*

2017

WORK EXPERIENCES

Medallia, *Palo Alto, California*

May 2015 – Present

Software Engineer – Front End

- Developing an Express/Connect middleware to deliver any packages at any version from company's GitHub, utilizing various in-memory and file system level caching, creating APIs and standards to configure module loading
- Designed a prototype using HTTP/2 and ES2015 modules to prove the ability to improve modularity and file caching
- Introduced System.js to load modules in CommonJS, globals, and ES2015 format replacing Require.js
- Integrated Git into Node.js server to access files at various Git revisions on demand
- Replaced testing tools built in-house with industry standard frameworks Karma and Mocha to improve test coverage and test authoring efficiency

LyricFind, *Toronto, Canada*

Sep 2014 – Dec 2014

Software Developer – Full Stack

- Utilized Spring MVC to build Java web app with an elegant interface to quickly search and modify music lyrics
- Improved MySQL queries efficiency by reducing hundreds of lazy loading queries into one query
- Implemented custom Data Access Objects (DAO), schema, data serializer for MySQL and Solr
- Practiced test driven development by designing test cases and writing unit tests before coding

CBC/Radio-Canada, *Toronto, Canada*

Jan 2014 – Apr 2014

Quality Assurance Analyst

- Configured and tested software using virtual machines to ensure cross browser and platform compatibility
- Enhanced the scope of test cases to test location based services, connection speed, and mobile devices by creating new testing strategies and standards using web proxy Charles
- Reduced hours of tedious and repetitive tasks by writing automation tests in Unix commands

SKILLS

- **Industry Experience:** JavaScript (jQuery, Require.js, System.js, Karma, Mocha), Node.js, NPM, Java, Spring MVC, Unix, HTML, CSS, Sass, Bootstrap, MySQL, Solr, Git
- **Proficient in:** C/C++, PHP, Ruby on Rails, Scheme, Jekyll, Bourbon, Swift, iOS
- Proficient in applying data structures, queue, stacks, hashtable, bst, tries; algorithms, search, sort, hashing, string matching; and design patterns, factory, decorator, observer

PROJECTS (tonyt.me/github)

Split Bill, *Work in Progress*

- Split bills paid by different individuals in a group. Inspired by difficulty splitting bills among friends after weekend trip.

Personal Budgeting Tool, *2014*

- Web app to keep track of personal spending based on the users input. Back ended by Ruby on Rails, and front end styled with Bourbon, Sass, and JavaScript

Tetris, *2014*

- Tetris game using the popular rotation and wall kick algorithms; written in **Prototype-based JavaScript**
- Quadris, non-real time text-based tetris with simple rotation algorithm; in object-oriented **C++**