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Education

Bachelor of Applied Science, Honours Computer Science Co-op

September 2019 - April 2024

McMaster University, Hamilton, ON

- O Currently enrolled in level 5 of the 5-year Computer Science co-op program with a cummulative GPA of 4.0 on a 4.0 scale
- Received the McMaster Start Coding's Honorarium for volunteering more than 40 hours with the organization

Related Coursework:

- Algorithms and Complexity (A+)
- Introduction to Software Development
 Principle of Programming Java
- Discrete Math with Applications (A+) Introduction to Programming Python Databases SQL

Skills

Programming Language: Python, Java, Shell Scripting (Bash and ZSH), Haskell, Go, Javascript

Software: Git, GitHub Actions, AWS, Docker, Kubernetes, Pylint, Pytest, JUnit, Doxygen, Django, HTML, CSS

Experience

Software Engineering Intern (16-month Co-op Experience)

May 2022 - August 2023

Sanofi Global Data and Al

- O Extensively broadened software development and design thinking skills through developing and maintaining an internal platform using FastAPI, Pydantic, SQLModel and microservices architecture that supports hundreds of data scientists and MLOps engineers to research, develop and deploy AI models for healthcare purposes
- Actively learned and applied a wide range of the latest cloud-native technologies by developing the platform with Amazon Web Services (AWS), containerization platform (Docker), Kubernetes (AWS EKS), container registry (AWS ECR)
- Exposed to DevOps process by maintaining and improving CI/CD pipelines using GitHub Actions, ArgoCD, Helm, Terraform and shell scripting (Bash) following GitOps approach
- O Advanced communication, time management and collaboration skills by replying to approximately 2000 emails from users, in a team of three support members and working with other developers in different time zones
- Exhibited documentation skills by creating training guides for new users and developers, documenting new and existing features and updating work progress through Jira tickets

Undergraduate Teaching Assistant

September 2021 – December 2021

Introduction to Computational Thinking

- O Developed organization skills by preparing and conducting tutorials to assist students with their knowledge in Haskell
- Enhanced communication skills through consulting students on the course material using various communication channels, including MS Teams, emails and weekly office hours
- Exhibited time management skills by attending weekly meetings with the instructor to report current progress and discuss future work

Projects

DDO Vale Puzzle July 2021

- O Developed a logic puzzle game with a variety of board sizes from 3x3 to 9x9 using Java, Swing and Launch4i
- Applied and improved object-oriented programming knowledge learned in class and self-educated knowledge to create the game

Sorting Visualizer February 2021

- O Designed a visualizer to visualize different sorting algorithms using Python
- O Utilized in-class knowledge in Python and sorting algorithms as well as self-taught knowledge in Pygame and Pylnstall to program the visualizer and export into an executable file

Extracurricular Activities

Simple Type Theory - Volunteering Research Assistant

May 2021 - August 2021

- Assisted professor in developing the Simple Type Theory textbook
- Improved critical and logical thinking through researching exercises, and discovered typographical and logical errors in the textbook
- Tested LTFX macros and environments for writing expressions and theories in the textbook

McMaster Start Coding - Volunteer and Facilitator

September 2019 - December 2021

- O Visited schools and introduce children of different ages to Computer Science concept
- Taught children design thinking and programming to create pictures and games with an Elm-based tool