

Work Experience

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| Full Stack Software Developer | Cloud Practice | April 2017 - Current |
| <ul style="list-style-type: none">• Redesigned and heavily refactored an Electronic Medical Record (EMR) application using Angular for the front end and Java/MySQL on the back end.• Built and maintained a Rails web application that hooked into third party APIs such as MailChimp and various in-house APIs• Added various features, bug fixes, and optimizations to a large-scale medical billing application using a similar stack to the EMR system mentioned above• Completed DevOps tasks such as scheduling releases to multiple servers, fixing live server issues, and updating Ansible scripts | | |
| AR/VR Software Engineer (Co-op) | Natural Resources Canada | Summer 2016 |
| <ul style="list-style-type: none">• Created a prototype for a mixed reality data evaluation/risk assessment application• Gained experience using Unity, Visual Studio, HoloLens SDK, as well as the HoloLens• Gained experience designing and developing for an augmented reality platform and interacting with the development community as well as the HoloLens team• Was the sole developer on the project, chose a platform/direction for the project | | |
| Business Systems Analyst (Co-op) | Maximus Canada | Summer/Fall 2015 |
| <ul style="list-style-type: none">• Developed business rules, business requirements, functional requirements, and use cases• Developed tools to assist with various tasks, using Java• Developed and reviewed test cases• Gained experience with requirements gathering and design• Gained experience using automated testing tools such as SilkTest | | |
| Java Software Developer (Co-op) | DoubleJump Games | Summer 2014 |
| <ul style="list-style-type: none">• Developed plugins for Minecraft, using Java• Used development tools such as Git and Apache Maven• Helped design mobile games and brainstorm new ideas• Debugged/maintained software | | |

Education

Bachelor of Computer Science	University of Victoria	2012 - 2017
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Technical Skills

Programming Languages

- Java, JavaScript, Ruby, C, C#, Assembly, Python, SQL, CSS/SCSS, HTML

Tools/Frameworks

- AngularJS, Rails, Vue.js, jQuery, Node.js, Express, MongoDB, MySQL, PostgreSQL, NPM, Webpack, Gulp, Bootstrap, Git, Firebase, HoloLens SDK, Apache Maven, SilkTest, Ansible

Operating Systems

- Linux (Ubuntu/Fedora/CentOS), Windows, Mac OS, iOS, Android

Computer programs

- Unity, AutoCAD, Maya, 3DS Max, Sony Vegas, Adobe Photoshop, Adobe After Effects