

Work Experience

Full Stack Software Developer Cloud Practice April 2017 - Current

- 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 (Intern) Natural Resources Canada Summer 2016

- 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

Software Developer/BSA (Intern) Maximus Canada Summer/Fall 2015

- 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 (Intern) DoubleJump Games Summer 2014

- 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

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