

## EMPLOYMENT

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**Senior Software Engineer** **Zynga** **March 2017 – Present**

- Increased Daily Active Users by improving the game's performance (over 25% increase in frames/sec)
- Helped in coaching new dev team members to ramp up and integrate with the culture
- Delivered studio-wide tech talks on new technologies and best software development practices
- Won 1<sup>st</sup> place at organization-wide coding hackathon

*Languages & technologies: C#, Unity, Java, PHP, Git, Jenkins*

**Staff Software Engineer** **IBM** **March 2015 – March 2017**

- Architected and led the development of a notification system that improves user experience
- Fixed and built different features across multiple components of a cloud based analytics solution
- Led a squad of developers in delivering 3 new application features
- Delivered technical talks and demos on new product features, technologies, and industry best practices

*Languages & technologies: JavaScript, Java, Nginx, Node.js, Docker, Redis, MongoDB, Grunt, Git, Jenkins*

**Software Engineer** **Nokia (former Alcatel-Lucent)** **May 2013 – March 2015**

- Built an enterprise web application for monitoring utilization levels of network links and MPLS interfaces
- Wrote a python tool that automates the creation of service access ingress policies
- Built a custom system similar to Jenkins that also performs version control system operations

*Languages & technologies: JavaScript, Java, Python, C, MySQL, Git, Maven, HTML, CSS*

**Software Engineer, Intern** **Electronic Arts (EA)** **May 2012 – August 2012**

- Built a Java software tool using DWR engine, JAXB, and perforce source control API for adding and configuring game content on a gaming platform
- Developed a groovy script for reporting the game server's thread statistics whenever a certain alarm is triggered by the monitor
- Actively participated in code reviews for critical bug fixes and new features on the gaming platform and the game server

*Languages & technologies: JavaScript, Java, Groovy, Redis, MongoDB, XML, JSON, HTML, CSS*

**Software Designer, Intern** **Blackberry** **September 2010 – April 2011**

- Investigated and solved SMS, GPS and CDMA related software bugs and change requests
- Wrote and maintained a windows batch program which saved the company production costs and was in use by over 520 RIM designers and testers worldwide
- Wrote and maintained a desktop application in visual C# for automating calibration and upgrading boot rom on BlackBerry mobile phones

*Languages & technologies: C, C#, Perforce, Jenkins*

## EDUCATION

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**Ottawa, ON** **Carleton University** **September 2008 – May 2013**

- Bachelors of Engineering, Software (B.Eng.)

## PROJECTS

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