

EMPLOYMENT

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|---|--------------------------------------|------------------------------------|
| Software Engineer | IBM | March 2015 - Present |
| <ul style="list-style-type: none">• 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• Organize and drive certain technical meetings which involve new architectural decisions• Delivered technical demonstrations and talks to managers and teams on new app features | | |
| Software Engineer | Nokia (former Alcatel-Lucent) | May 2013 – March 2015 |
| <ul style="list-style-type: none">• 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 software build system similar to Jenkins that also performs version control system operations | | |
| Software Engineer, Intern | Electronic Arts (EA) | May 2012 – August 2012 |
| <ul style="list-style-type: none">• 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 | | |
| Software Designer, Intern | Blackberry | September 2010 – April 2011 |
| <ul style="list-style-type: none">• 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 | | |

EDUCATION

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|---|----------------------------|----------------------------------|
| Ottawa, ON | Carleton University | September 2008 – May 2013 |
| <ul style="list-style-type: none">• Bachelors of Engineering, Software (B.Eng.) | | |

TECHNICAL EXPERIENCE

Recent Projects

- **www.zuwa.me** (2012). Personal online portfolio for keeping track of my software projects and experiments. *JavaScript, HTML5, CSS3*
- **www.iMathIt.com** (2013). An iPhone game for teaching high school students math. The app is being developed using both the cocos2d and core-plot frameworks. *Objective-C, JavaScript, PHP, HTML5, CSS3*
- **Compiler - front-end and code generator** (2012). A compiler with source language as CMM (a language grammar I made up) and target architecture is the Java Virtual Machine. CMM is first compiled to jasmin assembly language and then java byte code. *Java*
- **Mobile phone simulator** (2012). An embedded application for the Motorola 68HC12 microcontroller. The application simulates the various functions of a mobile phone and performs multitasking using interrupt handlers. *C, 68HC12 assembly language*

Languages and Technologies

- Java; JavaScript; C; CSS; HTML; Python; Groovy; JSON
- MySQL; Mongo; Redis; Docker; Node.js; Grunt; Maven; Jenkins; Apache Tomcat; Nginx; GitHub (git)
- HTTP; TCP/IP; REST; AJAX