

## EMPLOYMENT

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| <b>Software Engineer</b>   | <b>IBM</b>                           | <b>March 2015 - Present</b>        |
| <ul style="list-style-type: none"><li>• Architect and lead the development of a notification system that improves user experience</li><li>• Fixed and built different features across multiple components of a cloud based analytics solution</li><li>• Led a squad of developers in delivering 3 new application features</li><li>• Deliver technical talks and demonstrations on new product features, technologies, and industry best practices</li></ul> <p><i>Languages &amp; technologies: JavaScript, Java, Nginx, Node.js, Docker, Redis, MongoDB, Grunt, Git, Jenkins</i></p>     |                                      |                                    |
| <b>Software Engineer</b>   | <b>Nokia (former Alcatel-Lucent)</b> | <b>May 2013 – March 2015</b>       |
| <ul style="list-style-type: none"><li>• Built an enterprise web application for monitoring utilization levels of network links and MPLS interfaces</li><li>• Wrote a python tool that automates the creation of service access ingress policies</li><li>• Built a software build system similar to Jenkins that also performs version control system operations</li></ul> <p><i>Languages &amp; technologies: JavaScript, Java, Python, C, MySQL, Git, Maven, HTML, CSS</i></p>  |                                      |                                    |
| <b>Software Engineer, Intern</b>   | <b>Electronic Arts (EA)</b>          | <b>May 2012 – August 2012</b>      |
| <ul style="list-style-type: none"><li>• Built a Java software tool using DWR engine, JAXB, and perforce source control API for adding and configuring game content on a gaming platform</li><li>• Developed a groovy script for reporting the game server's thread statistics whenever a certain alarm is triggered by the monitor</li><li>• Actively participated in code reviews for critical bug fixes and new features on the gaming platform and the game server</li></ul> <p><i>Languages &amp; technologies: JavaScript, Java, Groovy, Redis, MongoDB, XML, JSON, HTML, CSS</i></p> |                                      |                                    |
| <b>Software Designer, Intern</b>   | <b>Blackberry</b>                    | <b>September 2010 – April 2011</b> |
| <ul style="list-style-type: none"><li>• Investigated and solved SMS, GPS and CDMA related software bugs and change requests</li><li>• 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</li><li>• Wrote and maintained a desktop application in visual C# for automating calibration and upgrading boot rom on BlackBerry mobile phones</li></ul> <p><i>Languages &amp; technologies: C, C#, Perforce, Jenkins</i></p>  |                                      |                                    |

## EDUCATION

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

## PROJECTS

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- [www.zuwa.me](http://www.zuwa.me). Personal online portfolio for keeping track of my software projects and experiments.  
*JavaScript, HTML5, CSS3*
  - [www.watsonanalytics.com](http://www.watsonanalytics.com). A cloud based advanced predictive analytics software. Developed and maintained Java and node based web services, dev infrastructure etc. *Java, JavaScript, Sass, Docker, Bash*
  - [www.iMathIt.com](http://www.iMathIt.com). 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**. 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**. 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*
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