

EMPLOYMENT

Software Engineer	Alcatel-lucent	May 2013 – Present
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- 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
- Resolved interesting bugs related to multi threaded Java applications and Java Messaging Service (JMS) queues related

Software Engineer, Intern	Electronic Arts (EA)	May 2012 – August 2012
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- 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
- Wrote detailed documentation and performed team presentations for bug fixes and new software features
- 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
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- 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
- Ported features written in C and C++ to newer platforms

EDUCATION

Ottawa, ON	Carleton University	September 2008 – May 2013
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- Bachelors of Engineering, Software (B.Eng.)

TECHNICAL EXPERIENCE

Recent Projects

- **www.zuwa.me** (2011). 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** (2012). A compiler with source language as CMM (a language grammar I made up) and target architecture is the Java Virtual Machine (output code is jasmin). I have completed the compiler front-end (lexical analysis and recursive descent parsing) and the jasmin assembly code generator. *Java*
- **Mobile phone simulator** (2012). An embedded application for the Motorola 68HC12 microcontroller. The software simulates the various operating modes of a mobile phone while using the LCD, LEDs, keypad, and other I/O. It also achieves a level of multitasking through the use of interrupts. *C, assembly.*

Languages and Technologies

- Java; JavaScript; Objective-C; C; CSS3; HTML; Python; JSON
- MySQL; Maven; Apache Tomcat; GIT; Intelli-J; Eclipse; X-code
- HTTP; TCP/IP; REST; AJAX