

## EMPLOYMENT

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### Software Engineer IBM March 2015 - Present

- 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

- 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

- 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

- 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

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

## TECHNICAL EXPERIENCE

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### 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

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