

## EMPLOYMENT

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<b>Software Engineer</b>	<b>IBM</b>	<b>March 2015 - Present</b>
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- Fixed critical bugs including a defect on the existing visualization recommendation algorithm
- Re designed and implemented the resizing mechanism for dashboard widgets
- Helped in implementing and rolling out new development infrastructural changes to boost the team's productivity

<b>Software Engineer</b>	<b>Alcatel-Lucent</b>	<b>May 2013 – March 2015</b>
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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

<b>Software Engineer, Intern</b>	<b>Electronic Arts (EA)</b>	<b>May 2012 – August 2012</b>
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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
- Actively participated in code reviews for critical bug fixes and new features on the gaming platform and the game server

<b>Software Designer, Intern</b>	<b>Blackberry</b>	<b>September 2010 – April 2011</b>
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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

## EDUCATION

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<b>Ottawa, ON</b>	<b>Carleton University</b>	<b>September 2008 – May 2013</b>
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- 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; CSS3; HTML; Python; JSON
- MySQL; Maven; Apache Tomcat; GIT; Intelli-J; Eclipse; X-code
- HTTP; TCP/IP; REST; AJAX