



Skills

- **Languages:** Python, C/C++, HTML/CSS/JS, Node.JS & TS, Java, Kotlin, Scala, Haskell
- **Tools/Frameworks:** Django, Flask, Express, Make, GDB, Valgrind, Docker, Nginx, React, Vue, Git
- **Platforms:** Windows, Linux, Google Cloud Platform

Education

- **University of Waterloo** Waterloo, ON
Candidate For Honours Bachelor of Computer Science; Major Average: 99.75% Sep 2021 – Present
 - **Coursework:** Object Oriented Programming (Adv) (100%), Foundations of Sequential Programs (Adv) (99%), Data Structures (Adv), Statistics (Adv), Combinatorics (Adv) (98%)
 - **Scholarships:** \$8,000 Faculty of Mathematics scholarship, \$2,000 President's Scholarship of Distinction




Experience

- **AMD – Software Engineering Intern** Remote
Worked on debugging tool for 200+ KMD developers across the development cycle (C++, Python) May 2022 – Aug 2022
 - Added feature to inspect hardware scheduled queues, enabling debugging of critical launch-gating issues
 - Proposed and implemented improvements used across unit (GTest, GMock) and CI test infrastructure, reducing development time and increasing accuracy.
 - Implemented overhaul of extension UI library, creating consistency in the output format and removing the need for manual formatting
- **Programming Contest Organizer & Author** Remote
Organized contests, created algorithms problems and prepared tests and graders Sep 2019 – Present
 - **Codeforces LATOKEN Round 1:** Algorithms contest with 18,000+ participants sponsored by LATOKEN. Contest preparation done with C++
 - **DMOJ Contests:** Organized contests with hundreds of participants 
- **WePlate  – Backend Engineer** Remote
Designed, developed, and deployed (Python, Django) backend system for nutritional insights Jan 2022 – June 2022
 - Created an algorithm using Simulated Annealing to generate optimized portion sizes
 - Processed and served mass amounts of cafeteria scheduling and nutritional data (10,000+ items)
 - Deployed and updated scalable Django webservice using GCP AppEngine and CloudSQL

Awards/Competitions

- **ICPC ECNA Regionals 2021:** Placed 4th at the 2021 ECNA contest as part of top team Waterloo Black
- **Google Code Jam 2021:** Major algorithms competition with 90,000+ participants
 - Placed 3rd of Canadian participants in Round 3 (165th overall)
- **CCC & CCO 2021:** Placed 1st out of 2,900+ participants at Canada's most prestigious high school programming contest (CCC), qualifying for the CCO (top ~40 CCC participants in 2021) and achieving a silver medal

Projects

- **Competitive Programming Tools  **
Python module for Competitive Programming
 - Tools that greatly speed up implementation and debugging during programming contests, including automated local testing, stress testing tools, and browser integration
 - Also available as a VSCode extension with a convenient UI (TS, React)
- **C++ Game Engine:** Designed and implemented object-oriented (OOP) game engine built around the MVC pattern. The engine supports handling a variety of entities with built in entity movement, collision detection, and a graphics library.
- **Personal Webserver **: Web services managed with Docker and Nginx
- **Rating Badges:** Created microservice using TS and Express that generates dynamic SVG badges displaying online judge rating
- **DMOJ solution searcher:** Created searchable solution database with 1,400+ problems using Django
- **Minecraft Server Plugins:** Created plugins using Java, Kotlin, and the Spigot API which add new commands and features, such as KitPVP mechanics and UI, custom bosses, and hats.