

### LANGUAGES & SOFTWARE

- JavaScript
- CSS and HTML
- Meteor.js
- MongoDB
- Swift
- C++
- Git
- Linux Command Line
- Microsoft Office Suite
- JIRA
- BitBucket

### SKILLS

- User Interface software
- DevOps/Agile Methodologies
- Object-Oriented Programming
- iOS Development
- Algorithm Analysis (BigO)
- Root Cause Analysis
- Web Development
- Development on Content Management Systems
- Salesforce
- Photoshop/Illustrator
- Troubleshooting and Debugging
- Automation and Streamlining

### EDUCATION

- Candidate for Bachelor of Applied Science in Honours Mechatronics Engineering  
September 2015 – Present
- Bridging Entrepreneurs to Students (BETS) Program  
April 2016 – September 2016

### ACHIEVEMENTS

- Top Contributor Award (Manulife Financial)
- President's Scholarship of Distinction
- Graduated Magna Cum Laude from the International Baccalaureate program

### ENGINEERING EXPERIENCE

#### Manulife Financial - Software Engineer

January 2017 - April 2017

- Developed efficient and reusable front-end user interfaces using HTML/CSS/JS
- Built functioning web application to host a Project Management tool for a DevOps environment, using Meteor.js and MongoDB
- Showcased creative problem solving skills and developed excellent troubleshooting/debugging skills
- Leveraged version control, issue tracking, code review and continuous integration principles and toolsets

#### Arkana Arts - Automation Engineer

August 2016 - September 2016

- Automated processes using various APIs to authenticate and authorize users as well as sync posts to company platform as a part of an agile team
- Wrote well-designed, reusable scripts using Python, AppleScript, and emulator macros
- Designed, developed and managed test cases for integration and regression testing of automation software

#### Advect Inc. - Systems Engineer

June 2016 - August 2016

- Configured a Raspberry Pi to kiosk mode using Linux Command Line programming, and updated the front-end interface using HTML/CSS/JS
- Utilized Git for version control of iOS Application to fix numerous bugs in existing code
- Designed the UX/UI for the App through a process of user testing, and A/B versioning
- Analyzed test results, identified issues and reported it to developers and project managers through JIRA

#### Sienci Labs - Manufacturing Engineer

April 2016 - June 2016

- Designed 3D simulations to show feasibility of various designs and to detect clearance issues between adjacent parts, eliminating the need for revisions of 80% of parts after manufacturing
- Conducted and documented mechanical testing, prototype fabrication using laser cutting, 3D printing and milling, as well as component standardization
- Adhered to and enforced all procedures in the machine shop with minimal supervision and instructions from supervisor

### PROJECTS

#### BioMechatronic Powered Arm

November 2016

- Collaboratively designed a 3D-printed prosthetic limb exoskeleton on SolidWorks
- Enhanced aptitude for learning new technologies quickly after using devices such as the myoelectric arm band for research

#### Flappy Bird Application Replica

August 2016

- Developed proficiency in Swift language and Xcode IDE by programming a replica of the famous iOS game application from scratch
- Enhanced testing and debugging code skills

#### EKHO - The Texting Droid

April 2016

- Programmed (C++) a robot to autonomously run motors & encoders based on sensor input
- Debugged and optimized efficiency of code by implementing various test scenarios