

Skills

- Javascript, Python, C, C++, Racket, MATLAB
- React, Redux, Node, MongoDB, PostgreSQL, Docker, scikit-learn, NumPy, Pandas

Experience

ConsenSys Fullstack Developer

Jan 2019 - Apr 2019

- Built out clean architecture over existing MVC API, allowing for framework-agnostic business logic and increasing developer efficiency by ~30%
- Reduced test execution time by up to 95% by stubbing database calls and converting unnecessary integration tests into unit tests
- Created GraphQL resolvers over existing REST API, decoupling frontend and backend workflows
- Improved frontend test coverage with Jest snapshot and pixel-match tests to ensure bug-free code

ConsenSys Frontend Developer

May 2018 - Aug 2018

- Built out application for tokenizing real estate on Ethereum, using Web3JS for on-chain interactions
- Constructed extensible React components such as dropdown menus and a ChartJS wrapper.
- Optimized Redux integration with StreamJS, increasing speed of notification reception by ~50%

Projects

Music Genre Classifier <https://github.com/rocky1638/music-genre-analysis>

Apr 2019

- Designed and trained a neural network using TensorFlow/Keras to classify the genre of any song
- Optimized hyperparameters such as learning rate and number of neurons using GridSearchCV
- Extracted and constructed input feature vectors from music metadata using Librosa

Movie Review Analyzer <https://movie-review-reviewer.herokuapp.com/>

Feb 2019

- Trained logistic regression classifier with feature-vectorized movie reviews using scikit-learn and NumPy, achieving sentiment classification accuracy > 95%
- Implemented Flask API with React frontend and user feedback form, to allow for online learning

Sorcery a card game

Dec 2018

- Created a card game inspired by Hearthstone and Magic in C++
- Made use of decorator and factory patterns to optimize code reuse and maintainability

Education

University of Waterloo Candidate for Bachelor's of Computer Science

2017-2022