

EMPLOYMENT

LOBLAW DIGITAL, Site Reliability Engineer, Toronto

May 2022 - March 2023

- Identified and shut down over-provisioned resources on GCP to save costs.
- Implemented and deployed a front end solution using NodeJS, ReactJS, Docker, and Kubernetes for managing expiring certificates on GCP.
- Designed and Implemented a service in GoLang, Prometheus, VictoriaMetrics, and Grafana for observing metrics.
- Deployed an exporter for redis metrics involving multiple instances to Grafana to expand on observability.
- Maintained running services by dealing with expiring certificates and downtime.
- Actively enrolled and attended multiple on-call rotations for multiple environment caveats ranging from production to lower.

LOBLAW COMPANIES LIMITED, Technology Innovation Intern, Brampton

May 2021 - May 2022

- Developed and deployed multiple proofs of concepts to live stores using JavaScript, Node JS, MongoDB, React, Vue, and cloud technologies.
- Cloud technologies include deploying on Netlify (Front end hosting), AWS (Storage/EC2), and Heroku.
- Hosted multiple Lunch and Learns that were open to colleagues company-wide plus consultants and presented Computer Vision and Quantum Computing topics to over 100+ live attendees.
- Assisted senior specialists with graphics with Photoshop, bug fixes for their applications, wrote automation scripts, and assisted with their projects with research and presentations.

RYERSON UNIVERSITY, Help Desk Technician (Contract), Toronto (Remote)

January 2021 - May 2021

- Assisted professors and students with any technical assistance they require for the scope TRSM covers.
- Used Zendesk to respond to tickets.
- Presented and created PowerPoints for most common problems for new employees to understand and solve.
- Attended weekly team meetings which discussed updates, Zendesk tickets to solve, and for scheduling needs.

IBM, Front End Developer Intern, Toronto

May 2019 - April 2020

- Developed using tools/languages/frameworks such as AngularJS, RxJs, NodeJS, ReactJS, Redux, Jenkins, Miso, DB2 and more.
- Developed a Slack bot in Node.js that automated the deployment of Jenkins scripts. The slack bot has authentication support from the slack user.
- Implemented regression tests and unit tests.
- Implemented a filter list using ReactJS to dynamically find testing reports depending on the software development cycle stage.
- Completed courses offered by IBM such as Kubernetes, microservices, and Docker.
- Helped upgrade and refactor components from Angular 5 to Angular 8.

BUTTERFLY BEADS, Web Developer/Designer, Toronto

September 2016 - August 2017

- Created and edited web pages on the retail website using Shopify's templating language, Liquid.
- Improved Shopify's retail database queries for analyzing metrics and inventory using Python.
- Fixed and debugged layout issues on the website.
- Photographed and edited products using a studio booth and Photoshop CS6.
- Updated all current inventory and logged on the retail website.

EDUCATION

Ryerson University

Bachelors of Science Computer Science 2022

September 2015 - May 2022

Stephen Leacock Collegiate Institute

Ontario Secondary School Diploma (OSSD) 2015

PROJECTS

Osu! IRC Bot (Video Game Tournament Map Recommender)

May 2020 - Present

- Chord bot is an IRC bot built in Node JS that uses an IRC channel to reply to commands asked by players live.
- The IRC bot replies to custom filters that a user sets in the query and the bot responds with a tournament map that matches the criteria.
- The bot is hosted 24/7 on Render (GCP) servers, previously on AWS EC2, and is pinged every 5 minutes for the best uptime.
- Makes use of throttling requests to handle the server load to avoid API limitations.
- Used by pro osu! players plus countless others daily for their practice needs.

IOS/Android Music Albums Viewer

- Built in React Native, which is a framework for building IOS and Android application in javascript.
- Purpose is to be built with robust async code and teach me basics of mobile development.

Fighters 2D Game Engine with Java - Features me as a character

- 2D "Street Fighter Styled" Fighting Game.
- Java with Run-Time Engine, SpriteSheet Algorithm + State Change.
- Features myself as a character due to taking a video of each move set, taking the frames and incorporating that on a sprite sheet.
- Extracting the video to frames required Sony Vegas. The photos were edited and cropped using Photoshop.
- Will be converting to applet to display on my personal website.
- Does not feature hitboxes due to time constraints but I am working on a multiplayer version of the game using React and canvas.
- This was made when I was in grade 12 in highschool. It inspired me to major in Computer Science.

Personal Website

July 2023 - Present

- Bootstrapped in React JS
- Hosted on Firebase by generating static content and auto deployed using github actions.
- Makes use of Framer Motion to animate elements.
- Uses Web3Forms to handle email submissions for free.

SKILLS

PROGRAMMING TOOLS AND LANGUAGES: JavaScript, HTML/CSS, ReactJS, NodeJS, ExpressJS, React Native, MongoDB, PostgreSQL, Git, AngularJS, Docker, Golang, Kubernetes, Next JS