FULL STACK ENGINEER

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 for multiple instances to Grafana to expand on observibility for redis based services.
- \cdot Maintained running services by dealing with expiring certificates and downtime.
- · Actively enrolled in 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.
- · Hosted multiple Lunch and Learns that were open to colleagues company-wide about Computer Vision and Quantum Computing.
- · Assisted senior specialists with graphics, bug fixes, automation scripts, adding features to existing projects, and more.

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

January 2021 - May 2021

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

IBM, Front End Developer Intern, Toronto

May 2019 - April 2020

- $\cdot \ Developed \ using \ tools/languages/frameworks \ such \ as \ Angular JS, \ Rx Js, \ Node JS, \ React JS, \ Redux, \ Jenkins, \ Misos, \ DB2 \ and \ more.$
- · Developed a Slack bot in Node js that automated the deployment of Jenkins scripts. The slack bot has authentication support from the slack user.
- \cdot 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

September 2015 - May 2022

Bachelors of Science Computer Science 2022

Stephen Leacock Collegiate Institute

Ontario Secondary School Diploma (OSSD) 2015

PROJECTS

Osu! IRC Bot (Video Game Tournament Map Recommender)

May 2020 - Present

- \cdot Chord bot is an IRC bot built in Node JS that uses an IRC channel to reply to commands asked by players live.
- \cdot 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.
- \cdot The bot is hosted 24/7 on Render (GCP) servers and is pinged every 5 minutes for the best uptime.
- \cdot 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.

Weather Express

- \cdot Displays the weather depending on the location/zip address/relative address.
- · Purpose is to be built with robust async code.
- · Made with Nodejs and ES6 JavaScript.

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 incooporating that on a sprite sheet.
- \cdot This was made when I was in grade 12 in highschool. It inspired me to major in Computer Science.
- · 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 on the side.

Personal Website

July 2023 - Present

· Bootstrapped in React JS

- · Hosted on Firebase by generating static content and auto deploying it using github actions.
- \cdot Makes use of Framer Motion to animate elements.
- \cdot Uses Web3Forms to handle email submissions.
- · In progress

SKILLS