

Technical Skills

Languages: C++, JavaScript, Go, Python, Ruby, Java, SQL, GraphQL

Frameworks: React, Flask, Ruby on Rails, Django, PostgreSQL, AWS, Elasticsearch

Work Experience

Software Developer Intern	Citadel	Incoming
----------------------------------	----------------	-----------------

Software Developer Intern	Mantle	Sep - Dec 2024
----------------------------------	---------------	-----------------------

- Implemented a table view with Excel-like features, including formula support, commenting, and error handling, leading to a **successful contract** with major enterprise client
- Re-architected the backend to enable multi-type classification for a single document, and built a user-friendly tab view to display all classifications seamlessly
- Improved document data extraction accuracy by **40%** using Google Gemini
- Technologies used: Go, React, TypeScript, PostgreSQL, Gemini

Software Developer Intern	Super.com	Jan - Apr 2024
----------------------------------	------------------	-----------------------

- Built a feature that auto-scrolls users to key parts of the site, driving **\$1M** in annualized revenue and a **6%** relative increase in successful hotel bookings
- Developed and AB-tested various React features including recommending cheaper hotels and suggesting alternative payment methods, retaining **30,000** additional users annualized
- Resolved multiple bugs within payment, hotel search, and booking emails using **DataDog** and **Amplitude**
- Technologies used: React, TypeScript, Flask, DataDog, Amplitude, Jest, Snowflake

Software Developer Intern	Huawei	May - Aug 2023
----------------------------------	---------------	-----------------------

- Redesigned C++ library for Huawei's FPGAs: decoupled into self-sufficient module, refined API, and clarified memory ownership using smart pointers, facilitating seamless integration with rest of product
- Refactored a crucial **24-byte class** into an **8-byte integer** to reduce memory usage of subsystem by 50%
- Improved runtime of matching and merging algorithms using multithreading and C++ STL data structures
- Technologies used: C++, CMake, Google Test

Software Developer Intern	CareGuide	Sep - Dec 2022
----------------------------------	------------------	-----------------------

- Co-led expansion project, bringing website to **1000+ users in the UK**; devised new onboarding flow, implemented free trial features, and executed successful launch
- Refactored the phone number API to enable international phone calls for **200+ users**
- Optimized the loading time of various big-data pages by **10x** using Elasticsearch
- Technologies used: Ruby on Rails, React, TypeScript, GraphQL, MySQL, Elasticsearch, Kubernetes

Projects

- Chess AI** | [Github](#) – a 1200 Elo chess bot. Designed a pair of CNNs to determine optimal move squares

Education

3B Computer Science	University of Waterloo	Expected Grad: Apr 2026
----------------------------	-------------------------------	--------------------------------

- 92%** CS average, **\$18k** Ronald G. Dunkley National Scholarship
- Coursework:** Real-time Programming, Operating Systems, Concurrency, Databases, Networks, Security