

## SKILLS SUMMARY

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- ▶ **Languages:** Proficient in JavaScript and Java. Experience with CSS, HTML, Ruby on Rails and SQL.
- ▶ **Libraries / Frameworks:** Node.js, React, Redux, Fluxible, React Native, Express and MongoDB.
- ▶ **Tools:** Git, Bash, Unity, Eclipse, Android Studio, Xcode and Google Analytics.

## EDUCATION

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University of Waterloo 2014 - 2019 (expected)

- ▶ Candidate for Bachelor of Computer Science

## WORK EXPERIENCE

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### Yahoo! Inc.

Software Engineering Intern May 2017 - Present

- ▶ Implemented new features for Yahoo! Mail using ES6 and React.

### Rangle.io

Full Stack JavaScript Developer Sept 2016 - Dec 2016

- ▶ Implemented features for Atlas, a company management React based web application.
- ▶ Redesigned the user flow of forms to be more intuitive, reducing time on task by 35%.
- ▶ Refactored existing code and increased test coverage by 15% through test-driven development.
- ▶ Began development on the Atlas mobile app, implementing many core features using React Native.

### Uken Games

Software Developer Jan 2016 - Apr 2016

- ▶ Developed multiple, well-received features for a Unity mobile game with 100,000 daily active users.
- ▶ Proposed and implemented a versatile point collection mechanic that increased revenue by 20%.
- ▶ Overhauled legacy systems for managing time and local file storage to reduce technical debt and prevent potential exploits.

### Audatex Canada

Software Engineer May 2015 - Aug 2015

- ▶ Wrote and optimized queries to access and analyze data in databases using PL/SQL.
- ▶ Implemented multiple features and long-standing bug fixes on a MVC Ruby on Rails application.
- ▶ Improved customer service by automating the system configuration process with a web application.

## PROJECTS

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Chest Finder June 2016

- ▶ Learned Node.js and Express to develop an elegant and responsive web application.
- ▶ Utilized the Riot Games API to dynamically load and display customized content to users.

CurlySnakes Apr 2016

- ▶ Designed and developed a Unity mobile game using accelerometer input for movement.
- ▶ Delegated tasks to a team to create a fully featured application for Android and iOS.

Super Sudoku Jan 2016

- ▶ Built a HTML5 app that generates unusually shaped sudoku puzzles for the user to solve.