

Education

University of British Columbia

Expected Grad: 12/2023
GPA: 4.10/4.33

Bachelor of Science in Computer Science

Dean's Honour List

Relevant Coursework: Data Structures and Algorithms, Operating Systems, Machine Learning and Data Mining, Artificial Intelligence, Internet Computing, Graphics

Skills

Programming:
Technologies:

Java, Swift, JavaScript, TypeScript, C/C++, C#, Python, PHP, MySQL
React, Node.js, HTML, CSS

Experience

Software Development Engineer Intern

Workday

Victoria, BC
05/2022 - Present

- Implemented analytics, A/B testing infrastructure and logging of user actions (clicks, views, impressions, rendering time, network request/response) in **Swift** and **Objective-C** for iOS in-app activity in order to enhance metrics usability, allowing the data team to better inform product direction.
- Scalability and performance driven development, code modularization and refactoring to strengthen further feature development.

Software Engineer in Test Intern

Trulioo

Vancouver, BC
08/2020 - 04/2021

- Developed an internal test data creation portal in **React** and **Node.js** with a redesigned workflow through utilizing JSON-driven forms, reducing the time for manual test efforts by **95%** in dev, qa and staging environments.
- Captured requirements for test automation framework in **TypeScript** and **C#**, setup and maintained library of tests for web-based SaaS app.

Teaching Assistant

University of British Columbia

Vancouver, BC
05/2021 - 06/2021

- Individually guided student groups in project development of a personal fullstack web application, working with **SQL**, **PHP** and **Java**.
- Assisted in lecturing, development of assessment material, exam and project grading for CPSC 304: Relational Databases.
- Led and organized weekly tutorials for **30+** undergraduate students.

Co-President

nwPlus

Vancouver, BC
09/2019 - 04/2022

- Led and managed **50** members of **8** subteams to enable the execution of **3** of Western Canada's largest hackathons and their preceding events (nwHacks, cmd-f, HackCamp), totalling **2k+** participants annually.
- Founded and launched a mentorship program (connect-f); organized technical development workshops/panels; oversaw logistics and led day of event for cmd-f.
- Lo-fi to hi-fi website wireframing, branding, illustrating and additional asset creation for the cmd-f events as a UX/UI Designer.

Projects

Impostor

[github](#)
[devpost](#)

- A virtual productivity room with a built-in pomodoro and chat created for remote work, implemented with **React**.
- Built a Chrome extension responsible for monitoring browser tabs, checking against a blocklist of unproductives sites, notifying the **Node.js** backend with **WebSockets** and alerting everyone in the room if a user visits one of those sites.

DubHacks 2020 finalist and Disney: Best Collaboration and Storytelling prize

Wanderlist

[github](#)

- Developed a social media network for travel planning/sharing in **PHP** and **MySQL**; used database normalization to future proof code and improve data integrity.
- Implemented login/signup authentication, user/admin profile and visualized various division, aggregation, join, projection, selection, update, deletion queries which dynamically tailor to user specifications.

To Due

- Developed a task manager application with a parser to extract priorities, status, deadlines, etc. from natural English descriptions to construct task objects in **Java**.
- Implemented task integration with object oriented software design patterns.
- Agile/thorough implementation through JUnit tests with **100%** code coverage.