

## SKILLS

### FLUENT

Python, JavaScript, Java, HTML/CSS, SQL  
Django, Bootstrap, JQuery, PostgreSQL, ArcGIS, Photoshop

### FAMILIAR

PHP, C, C++, Standard ML  
AWS, Google Cloud, Kubernetes, ReactJS, Node.js

## EDUCATION

### MCGILL UNIVERSITY | B.A. COMPUTER SCIENCE

2009 - 2014 • Montreal, QC

- Areas of focus: algorithms, discrete math, complexity theory.
- Graduate level bioinformatics research on phylogenetic algorithms + RNA folding structures.
- Minors in English Lit. and Mathematics.

### NEW ENGLAND COMPLEX SYSTEMS INSTITUTE | COMPLEX SYSTEMS THEORY AND MODELLING

2016 • Cambridge, MA

- Studied cellular automata, network effects, biological systems, geosocial systems.

### RECURSE CENTER | INDEPENDENT STUDY

2017 • New York, NY

- Studied computational plant models, generative art, data visualization, image recognition, shaders, and web extensions.

## RECENT EXPERIENCE

### SHOPTHAT | SOFTWARE ENGINEER

2017 - 2018 • New York, NY

- Fullstack development for e-commerce application and B2B data analytics platform.
- Worked with YouTube and Instagram APIs to create data pipeline and do fuzzy string matching.

### TAIWAN NATIONAL SERVICE | HUALIEN CULTURAL CENTER

2014 - 2016 • Hualien, Taiwan

- Some low-key data engineering for audience questionnaires database.
- Light and sound systems technician.

### MCGILL GEOGRAPHIC INFORMATION CENTER | CARTOGRAPHY RESEARCHER

2013 - 2014 • Montreal, QC

- Field data ETL and analysis for large-scale study of Amazon River communities.
- Designed and created comprehensive maps of North American coastal wetlands.

### DECODE GLOBAL | DESIGN & PROGRAMMING INTERN

2013 • Montreal, QC

- Implemented gamma correction image module for the mWater clean water project.
- Developed and tested social awareness mobile game Get Water.

