

## Education

**Dalhousie University** - Computer Science (Co-op) | Fall 2016 - Present - Finishing fourth year (*In last semester*)

## Technical Skills

**Proficient in the following languages:**

Java, Python, C, C++, HTML, CSS, and Javascript

**Secondary languages:**

C#, Node (Express), VBA, ASP

**Technologies I am familiar with:**

Photoshop, Microsoft Suite, Linux

Various Machine Learning techniques and algorithms

## Non-Technical Skills

**Teamwork and leadership skills acquired through:**

Years of competitive sports

Hosting seminars on Ethical Hacking and prototyping electronics

Collaboration in both academic and workplace settings.

**Creativity and design principles via the following:**

Woodworking

Sewing

Graphic Design

## Academic achievements

- Maintained a GPA of 3.5 throughout my Computer Science degree.
- Always committed to creating high quality and legible code for course-work.
- Collaborated on several group projects throughout the course of my degree on varying topics such as app development, machine learning and research projects.
- Active member of the Dal Esports society (DES), Computer Science society (CSS), and co-founder VP of the Dalhousie ethical hacking society (DEHS).

## Work experience

**Pratt & Whitney Canada** | *May 2018 - August 2018* | **Web and application developer**

- Created multiple PHP and C# applications focused on reporting of data.
- Employed UX and design principles in applications for a non-technical audience to use effectively.
- Wrote supporting documentation for use of the applications I created.

**Ultra Electronics Maritime Systems** | *Multiple terms* | **Co-op Software Developer**

- Worked at UEMS for 3 Co-op Terms:
  - January 2019 - April 2019
  - September 2019 - December 2019
  - May 2020 - August 2020
- Wrote Java, Python, and C++ code to implement new features and resolve issues in codebase.
- Design, implement, and test maintainable software systems in accordance with project specific requirements
- Collaborate with software, mechanical, and electrical engineers to complete work in agile methodology.
- Generate reports, manuals, test plans and other project documentation.
- Define test requirements and processes to ensure software meets project requirements

## Hobbies and interests

### Athletics

- Played competitive sports from young age such as hockey, baseball, soccer, football, and skiing
- Community Crossfit sessions on Saturdays at local crossfit gym
- Strength and cardio training at my local gym

### Creating

- Exploring traditional and modern methods of carpentry to make personal furniture and accessories.
- Sewing fabric masks and personal accessories (bookbag)
- Experimenting with digital electronics and their applications in personal creations.
- Prototyping with a brand of programmable circuit board named Arduino.