

SKILLS

- Highly experienced in building fast and scalable systems in web, mobile, and desktop environments
- Well-versed in fast-paced team development through Agile and open-source involvement
- **Languages:** Java, C++, Python, Go, JavaScript/TypeScript, Bash
- **Technologies:** Docker, Vue.js, SQL, Android, Git, SVN

EXPERIENCE

Full Stack Web Developer *Treasury Board Secretariat of Ontario* January 2018 – April 2018

- Optimized API endpoints by converting PHP into Go, improving page load times by 98%
- Developed WCAG-compliant user interfaces in Vue.js utilized by 40 000+ regular users
- Resolved 10 outstanding bugs in PHP, Go and Vue.js in an Agile environment
- Reduced continuous integration build times by 52% through Docker image optimizations
- Led standardization of team code style by running discussions and implementing code linter in pipeline
- **Technologies used:** Go, Vue.js, JavaScript/Node.js, jQuery, Docker, BitBucket Pipelines, Bash, MySQL, PHP

PROJECTS

DRT Live → *Live bus tracking app for Android* January 2018 – Present

- Architect scalable online and offline bus tracking system using SOLID design principles
- Implement efficient and safe asynchronous API calls by utilizing RxJava observables and EventBus
- Test app functionality using JUnit and a mock SQLite database in a test-driven development life cycle
- **Technologies used:** Java, JUnit, SQLite, RxJava, RxAndroid, Retrofit, EventBus

Turn → *C++ Cross-platform RPG Game* October 2017 – December 2017

- Led an open source project with 23 stars and 38 forks on GitHub for Hacktoberfest 2017
- Reviewed and critiqued 50+ pull requests for new game features written in C++ from 30+ contributors
- Integrated automatic pull request build checker through TravisCI, saving hours of manual build tests
- **Technologies used:** C++, CMake, TravisCI, Linux

Vim for Visual Studio Code → *Emulator with over 2 million users* October 2017 – December 2017

- Wrote and tested 2 feature implementations for repeatable commands as a top 50% contributor
- Participated in bug tracking by submitting detailed issue descriptions for outstanding bugs on GitHub
- **Technologies used:** TypeScript

EDUCATION

Semester Abroad (Expected) *University of New South Wales, Australia* July 2018 – November 2018

HBSc of Computer Science, Co-op *University of Toronto* September 2016 – Present

Degree Expected: April 2020

- GPA: 3.5/4.0
- Won Scholars Award and Entrance Scholarship for the top 2% of admitted students with 95%+ averages