

## SKILLS

**Front-End:** React.js, Javascript, HTML, CSS, Sass, Bootstrap, Redux, React-Hooks

**Back-End:** Java, Python, Google Cloud Firestore (NoSQL Database), Redux-Thunk, REST Web Services

**Full-Stack Languages:** Swift, C#, Unity, Node.js

**Other Tools:** JSON, Normalizr, Git, Stripe API, Pandas Library

## WORK EXPERIENCE

**Dyne Technologies:** Software Engineering Intern

*April 2020 to Aug 2020*

*React Web App*

- Developed responsive multi-page React web app for restaurant point of sale system with reusable components, modal views and animations in an agile team environment
- Modelled data and state architecture using react-redux from scratch to improve data flow between component hierarchy
- Executed asynchronous data queries to retrieve live customer and corresponding orders to Cloud Firestore
- Programmed a colour coded button for each table that updates live according to a customer's individual order status throughout a multi-step order flow

*Native iOS App in Swift*

- Used storyboards to build multiple table view screens from mockups and set up order flow navigation
- Implemented logic for multi-dining check in across multiple mobile devices

**Ivey Business School Scotiabank Digital Banking Lab:** Research Assistant

*May 2019 - June 2019*

- Automated existing manual research processes by programming web scraping application using pandas library and Python to increase speed, efficiency and accuracy of data mining
- Conducted research analyses of 150+ Fintech startups to establish a prediction model for success based on current industry and market trends

## TECHNICAL PROJECTS

**FRC Team 1325 Inverse Paradox:** iOS App Developer and Outreach Coordinator

*Sep 2015 - Present*

- Developing educational mobile iOS app in Swift for charity organization that will be implemented in elementary schools across Ontario to increase access of STEM and hands on learning education to youth
- Wrote over 40 lesson plan curriculum for teachers that will be available on the platform
- Organized free STEM camps for 700 youth and conducted 5 service trips to rural schools in India

**Unity Gaming Project:** Developer & Project Manager

*Jan 2020 - Apr 2020*

- Developed 2D platform game in Unity with customized characters, levels and storyline using OOP skills
- Created start menu and various types of characters that each have varying strengths and capabilities
- Coded a Pac-man style minigame with a randomized follow program for ghosts in the maze

## EDUCATION

**Western University:** Candidate for Bachelor of Software Engineering Science

*Sep 2018 - Apr 2022*