# **Technical Qualifications**

- Languages: JavaScript, Python, Java, C++, Scala, C#, Bash, SQL, HTML, CSS
- Technologies: React, Node.js, Flask, Docker, MySQL, Hadoop, Amazon Web Services, Google Cloud
- Tools: Git, SVN, Vim, IntelliJ IDEA, Visual Studio, Android Studio, Atom, VS Code

# Work Experience

Facebook - Menlo Park, California

July 2018 - Current

## Software Engineer – Data Platform

• Redesigned and maintained Facebook's data replication service. It transfers petabytes every hour to ensure that Facebook's data warehouse is durable, available, and cost-efficient.

Riot Games – Los Angeles, California

September 2017 – December 2017

## Software Engineering Intern – Accounts

• Maintained Riot's OAuth 2.0 and OpenID Connect services, with 100+ containers deployed across 4 AWS regions. It processes 300k+ authentication requests per minute, after attack traffic mitigations.

Uber – San Francisco, California

January 2017 – April 2017

#### Software Engineering Intern – Rider

• Built the mobile and backend components of an in-app survey tool, revamping the entire cancellation flow and giving direct insight into why riders cancel.

Riot Games – Los Angeles, California

May 2016 – August 2016

#### Software Engineering Intern - Insights Tech

- Maintained a real-time data pipeline that indexes 3M+ messages/minute.
- Created a monitoring tool for Elasticsearch, Logstash, Kafka, and ZooKeeper, visualizing the performance and stability of 200+ servers and containers.

Google - Kitchener, Ontario

August 2015 – December 2015

#### Software Engineering Intern - Display Ads Infrastructure

Maintained a critical C++ Display Ads binary, the coordinator service for AdSense and DoubleClick.
It handles billions of requests every day.

Coursera – Mountain View, California

January 2015 – May 2015

#### Data Infrastructure Engineer

- Built the frontend for Coursera's A/B testing platform in React, including experiment management tools and an analytics dashboard; scaling it up from 20 to 250 A/B experiments in 3 months.
- Co-authored <u>Dataduct</u>, an open-source ETL library for Amazon Data Pipeline and Redshift, which managed Coursera's 110+ ETLs and 360+ tables in its data warehouse.

# **Projects**

#### 2048 for Android (2048.tpcstld.me)

- A port of the 2048 puzzle game to Android.
- Earned 3,200,000+ downloads, 4.6 stars with 15,000+ reviews on Google Play.

### Education

#### **Bachelor of Software Engineering**

September 2013 - April 2018

University of Waterloo, Waterloo, Ontario

• Graduated with distinction, Dean's Honours List, with a 93% cumulative average.