

Technical Qualifications

- **Languages:** Javascript, Python, Java, C++, Scala, C#, Bash, SQL
- **Technologies:** React, Node.js, Flask, Docker, Hadoop, Amazon Web Services, Elasticsearch, Kafka
- **Tools:** Git, SVN, Vim, Eclipse, Visual Studio, Android Studio, IntelliJ IDEA, Ansible, Terraform

Work Experience

[Riot Games](#) – Los Angeles, California

May 2016 – August 2016

Software Engineering Intern – Insights Tech

- Maintained Riot's real-time data pipeline, which indexes millions of messages per minute.
- Helped create a high-performance, containerized Java service to serve as the endpoint for the pipeline. It was deployed globally and handles thousands of requests per second.
- Designed and implemented a holistic monitoring tool for Kafka, Logstash and Elasticsearch, visualizing the performance and stability of hundreds of servers and containers.

[Google](#) – Kitchener, Ontario

August 2015 – December 2015

Software Engineering Intern – Display Ads Infrastructure

- Maintained a critical C++ Display Ads binary, a service that coordinates the ad serving system for AdSense and DoubleClick. It handles billions of requests per day.
- Improved release processes; designed and implemented a Python tool to detect configuration changes between redeployments, and consolidated over 20 automated release tasks.
- Designed and implemented a strategy for sending RPCs between two Display Ads services, aimed at improving latency and code reusability.

[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.
- Developed and maintained services in Scala; such as adding by-URL allocated A/B experiments.
- Co-authored [Dataduct](#), Coursera's open-source ETL library for Amazon Data Pipeline and Redshift, which manages all of Coursera's 110+ ETLs and 360+ tables for its data warehouse.

[Desire2Learn](#) – Kitchener, Ontario

April 2014 – August 2014

Software Developer

- Implemented and maintained new and existing features for the learning management system Brightspace.
- Collaborated with teammates to resolve over 40 performance, usability, and security issues.

Projects

2048 for Android (ls.tpcstld.me/L8psaNZo)

- A port of the 2048 puzzle game to Android.
- Earned 1,000,000+ downloads, 4.4 stars with 8000+ reviews on Google Play.

Education

Candidate for Software Engineering

September 2013 – Present

University of Waterloo, Waterloo, Ontario

- Achieved a 93.36% cumulative average.