

Education

University of Toronto **2016 – Present**

Undergraduate Student, Honours Bachelor of Science

- Computer Science (major), Economics (major), Math (minor) 4th year
- Teaching Assistant for CSC300, a computer science course offered at U of T

Technical Skills: Java, Python, Cassandra, SQL, Git, Jenkins, Maven, Jira, Kibana

Work Experience

Undergraduate Research Assistant and Developer

Department of Computer Science, University of Toronto **Sept 2020 – Present**

- Currently researching, designing and developing a VR (virtual reality) application to help refugees and Canadians in Toronto understand each other's cultures better.

Web Developer

University of Toronto Hatchery **Sept 2020 – Present**

- Currently providing full-stack support for a start-up using C#, javascript, and SQL.

Software Engineer Intern

Kijiji Canada **May 2019 – Aug 2020**

- Designed, developed, and tested new backend microservices to support the integration between Kijiji and Kijiji Autos.
- Refactored existing backend microservices to handle the flows between the two platforms.

Undergraduate Research Assistant and Developer

Department of Computer Science, University of Toronto **Summer 2017**

- Researched design practices within educational game development to program a video game using Unity and C#.
- Conducted and recorded 50 play-testing results, using the findings to update the game with significant improvements that included adding new levels, improving accessibility and fixing 20+ bugs.

Projects

Nurture – Amazon Web Services Cloudy Day Challenge **March 2020**

- Designed a digital storytelling app that aims to preserve and share the cultural history and heritage of immigrants and refugees living in Toronto. Placed in the top 5 teams.

Microsoft A.I Challenge **March 2020**

- Designed a software architecture solution that leverages computer vision in order to improve retail product placement. Placed nationally in the top 40 teams.