

Languages: Swift - JavaScript - C++ - SQL - HTML5/CSS3 - Bash

Technology: RIBs - IGListKit - SnapKit - RxSwift - XMPPFramework - GRPC - React Native - Firebase - OAuth

Experience

Secret Mission Software - Software Developer

Fall 2018

- Shipped a production-quality chat and notification system for an upcoming iOS social media app (**500,000+ projected installs**) by **Hush Inc.**
- Made a highly performant front-end by using **IGListKit** in both the Chat and Notification screens
- Created custom tailored services that implemented the **XMPP** and **GRPC** frameworks
- Worked with the strongly opinionated **RIBs** (Uber) architecture to structure the app hierarchy

Toronto-Dominion Bank - Mobile Developer

Winter 2018

- Developed **2** complete, consumer-facing mobile apps from research and ideation to proof of concept, iterating weekly based on user testing and meetings with business leads
- Reduced turnaround time by **50%** for UI-intensive project by pivoting (in 3 days) from native iOS to concurrent iOS and Android development using **React Native**
- Integrated latest **ARKit** and **YOLO object detection** solutions to create unique **augmented reality** experiences for Fintech

Wattpad Inc - Web Development & Mobile Test Automation Engineer

Summer 2017

- Developed major backend features such as an improved content review tool for Story Administrators using **ReactJS** and **Ajax**, resulting in a **2x faster detection time** of malicious behaviour
- Contributed towards the development of an internal administrative tool to reduce time lag in the company's creator support systems
- Automated **200+** iOS and Android tests using **Xcode** / **Espresso**, resulting in improved user reviews and a peak of **99.2% crash free sessions** on iOS

Projects

FindMyFriends++ - iOS

Apr 2018

- Utility app that enhances the features of the stock iOS app, FindMyFriends
- Draws a path from the user to their friends using **augmented reality**
- Worked with **ARKit 1.5** and **CoreLocation** to create an AR pathing system

Notey - Web/iOS/Android

Mar 2018

- All-in-one **Markdown/LaTeX** note-taking platform for students
- Created a custom MD Editor built on top of **Draft.js** using **ReactJS**
- Materialized a **UX** flow using InVision
- Integrated **DynamoDB** to create a scalable, **NoSQL** backend to store user data

Roome - Android

May 2017

- An intuitive app that smartly manages the day-to-day chores between roommates
- Implemented a real-time chat feature and synchronized to-do-lists
- Drafted mockups of the app's scenes using **Sketch** and **Google's Material Design** standard
- Worked with **Firebase** to create a simple backend system for user data

Nothing_But_Net - Java / Lua

Aug 2017

- An Arcade basketball mobile-game that uses a **custom-built physics engine** and touch interface
- Built in **48-hours** with the **Lua** scripting language in a team of 2 programmers
- Uses touch input to draw physics-enabled paths in order to beat levels