

Skills

Languages: C++, C, Python, Rust, Bash, JavaScript, Java, C#, SQL

Libraries & Frameworks: ROS, Protobufs, DDS, OpenCV, Node, React, Express, Flask, Google Test, Pytest Tools & Technologies: Git, Linux, Bazel, Docker, Elasticsearch, Grafana, Bamboo, Jenkins, Jira, LaTeX

Experience _____

Zoox Foster City, CA

Software Engineer

Jun 2022 – Present

- Developing software infrastructure using **C++** and **Python** for integration test platforms which utilize simulation and vehicle logs for system validation, safety clearance, and latency testing of driving software
- Successfully investigated and resolved lidar emulator performance issues, reducing fault occurrences from 60% of runs to 0%, thereby
 enhancing the stability and reliability of sensor playback during integration tests
- Implemented fault injection capabilities for lidar playback, enabling fault response testing and safety clearance of driving software releases
- · Regularly triaged issues, led investigations, and monitored test platform health as an on-call engineer
- Seamlessly transitioned mission-critical data used for on-call operations and updated its associated data pipelines from a deprecated **ElasticSearch** cluster to a more stable **OpenSearch** cluster, ensuring continuous data flow and service availability
- Developed and maintained Grafana dashboards tailored to deliver essential metrics, aiding on-call engineers in their response efficiency

Zoox Foster City, CA

Software Engineering Intern

Sep 2021 – Dec 2021

- Developed software features for an integration testing framework capable of running autonomy software on representative hardware
- Designed and developed an improved sensor playback system that enabled more efficient and accurate playback during integration tests

Huawei Toronto. ON

Autonomous Vehicles Software Engineering Intern

Sep 2020 - Dec 2020

- Developed a unit test suite for a Frenét frame motion planning stack with 90% code coverage using Google Test
- Designed and implemented a path-building library using C++ to construct a variety of reference paths to test planning algorithms on
- Used C++ and Matplotlib to extract insights from vehicle trajectory data that helped expose flaws in motion planning algorithms

Qualcomm Toronto, ON

Automotive ADAS Software Engineering Intern

Jan 2020 – Apr 2020

- Developed system and application software for an ADAS and autonomous driving platform in C/C++
- Accelerated performance of a computer vision SDK by an average of 20x by leveraging available hardware and software architecture in automotive focused Snapdragon SoCs

Christie Digital Kitchener, ON

Software Engineering Intern

May 2019 – Aug 2019

• Developed user interfaces with Qt in C++/QML and bolstered code quality with setup of a 90% code coverage Jenkins CI pipeline

Synaptive Medical Toronto, ON

Video Software Engineering Intern

Sep 2018 – Dec 2018

• Advanced surgical visibility of biological tissue through color manipulation using C++ (OpenCV) and C#

Projects _____

Vizia 🗖

Capstone Project (Apr 2021-2022)

- Wearable glasses that can extract and communicate information from an image to a visually impaired user through audio transcription
- Consists of glasses with **Raspberry Pi** for image capture, **Flask** web app for computer vision processing, and an **iOS** app for audio playback

Autonomous Robot Racing (Software Lead) (

UW Robotics (May 2018 - Aug 2019)

- Managed development for a robot that competed in the International Autonomous Robot Racing Competition
- Developed software architecture in ROS and C++ for perception, mapping, and path planning using a stereo camera, IMU, and LiDAR

Education

University of Waterloo

B.ASc Computer Engineering

Sep 2017 - Apr 2022

· Notable Coursework: Distributed Computing, Programming for Performance, Robot Dynamics & Control, Autonomous Vehicles