

LANGUAGES

JavaScript
HTML / CSS
Ruby
Python
C / C++
C# / .NET
Java
Scala
Go

TOOLS

React
Polymer
Git
Bash
Rails
Redis
SQL
Figma
L^AT_EX

INTERESTS

Concert Band
Bouldering
Hackathons
Codenames
Travelling

EDUCATION

University of Waterloo

Bachelor of Mathematics in Computer Science | Sep 2015 - Apr 2020 (expected)

Teaching Assistant - Math 135

EXPERIENCE

Full Stack Software Developer

D2L / Kitchener / May - Aug 2018

- Architected and fully shipped an interactive file drag & drop feature during a 2 week sprint using React and DOM event listeners
- Completely rebuilt rubric user experience to be accessible, responsive, and reusable across multiple views using Polymer for the UI and C# for the API
- Implemented rubric analytics to send data to AWS from users enrolled at more than 1200 learning institutions worldwide

Software Developer

Flipp / Toronto / Sep - Dec 2017

- Implemented a script to collect location data using the Google Maps API which saved 2-5 hours of manual work per week
- Created and maintained over 200 unique web data extraction modules written in Ruby on Rails, as well as modifying platform code when needed
- Won the Halloween costume contest with a team costume inspired by "Up"

Software Developer

JSI / Ottawa / Jan - Apr 2017

- Increased persistence speed by 90% with a scalable cache in C#
- Strengthened build stability by validating naming of constants using Ruby
- Automated database integrity checks with a tool made in Java

PROJECTS

Open Source I'm a regular contributor to Homebrew, a package manager for MacOS. In addition, I've contributed to projects I'm passionate about, like Rust and Rubocop

Double-U Programming language written in Ruby that performs various non-deterministic and statistical operations, complete with a fully working REPL

ReadAR AR Web app built with Express; designed to gamify childhood literacy and detect correct pronunciation using Google Speech-to-Text