

SKILLS

PROGRAMMING: C#, C++, Python, LUA, JavaScript, SQL, HTML, CSS

TOOLS: SolidWorks, Adobe CC, Git, Unity

WORK EXPERIENCE

Junior Full-Stack Web Developer
Halton District School Board

Sept 2019 - Feb 2020

- Co-developed a **web application** through pair programming to audit third party application use of staff G-Suite accounts to ensure compliance with school board software regulations
- Programmed a **Node.js** application to make requests to **Google's Workspace Admin SDK Directory API** to collect a list of users within the HDSB domain and return info on access tokens issued
- transformed the **Node.js** application into a production-ready web application using **C#, CSS, HTML, and SQL**
- **Deployed by the Halton District School Board to monitor 6246 staff members replacing the manual report system**

Programming Teacher
Code Ninjas

Nov 2019 - Sept 2020

- Engaged with students ages 7-14 providing assistance on **JavaScript, Unity 3D, and LUA** ensuring full understanding of complex coding concepts
- Designed an online **ROBLOX LUA** course for **100+ students** across Ontario to enroll in and follow along through Zoom during lockdown

PROJECTS

Beat Slasher | Personal Project | github.com/TeamBME/Beat-Slasher

Dec 2020 - Current

- Developing a mobile rhythm game for **Android** and **IOS** using **Unity Engine** with **C#** to deploy to the app store
- Co-designing all original graphics, sprites, scripts and prefabs

Social Distance Simulator | Hackathon | devpost.com/software/social-distance-simulator

Jan 2021

- Constructed a computer game using Ubisoft's **SFML-based API HackersNest** at Hack the North to gain practical experience in **C++**
- Worked on collision framework and abstracted collision detection, NPCs, and player interaction to allow for map creation, consumable item interactions, and NPC interactions

AR Gallery Walk | Hackathon | devpost.com/software/abogo

Jan 2019

- Co-designed and prototyped an **Android app** in **Android Studio** for ArtsBuild Ontario at StarterHacks to allow for an interactive art gallery walk using SnapChat
- Programmed **backend object identification** using **OpenCV library PylmageSearch** to scan and recognize photographs of artwork
- Utilized SnapChat's **SnapKit API** to connect users' Bitmojis and bridge app's functions over to SnapChat
- **Awarded Best Design and Best Use of SnapKit API out of 1000+ hackers**

EDUCATION

University of Waterloo

Sept 2020 - Current

BASc. Biomedical Engineering

Exp. April 2025

GPA: 3.9/4.0 (100% in **Digital Computation**)

Relevant Coursework: **Data Structures and Algorithms**, Human Factors, Computer Aided Design

AWARDS

Major League Hacking - BEST USE OF SNAPKIT API

Jan 2019

StarterHacks - BEST DESIGN

Jan 2019

Governor General of Canada - GOVERNOR GENERAL'S ACADEMIC MEDAL

June 2020

Ontario Principal's Council - PRINCIPAL'S AWARD FOR STUDENT LEADERSHIP

June 2020

INTERESTS/HOBBIES

Exotic pet fostering | Personal fitness | Violin | Game design | Art & graphic design | Photography