

## Skills

### Languages

Java, C++, Python, C, JavaScript, Kotlin, OpenGL

### Mobile Development

Android, RxJava, Dagger

### Web Development

ES6, Sass, Angular, React, Redux, Vue, Webpack

### Backend Development

Python, Tornado, Flask, Node.js, Go, MongoDB, Hive

## Work Experience



### Software Engineering Intern

Jan - Apr 2018

*Python, MongoDB, Java, Android, Hive*

- Led work on new product features such as review filtering, social wishlists, and user onboarding to improve engagement, resulting in a user purchase increase.
- Rewrote backend cron scripts to leverage Hive and query data in Treasure Data data store, speeding up daily job performance by 80%, and also improved performance of API endpoints by batching mobile requests.
- Improved user payment experience by building purchase financing and default collection.
- Iterated quickly to develop in an experiment-driven codebase, working on the Python backend & Android client.



### Android Engineering Intern

May - Aug 2017

*Android, Java, RxJava, Mockito, Dagger*

- Worked on new features on Android, such as App Shortcuts, team avatars, datetime internationalization and improved invite flows.
- Redesigned major activities using MVP design pattern, Dagger dependency injection, and RxJava chains to improve UX and responsiveness, winning an internal award for the contributions.
- Increased app test coverage using presenters, hermetic UI tests (Mockito), and unit tests.



### Software Engineering Intern

Sept - Dec 2016

*C++, Javascript, C#*

- Worked on backend infrastructure for 3D applications in Windows 10 such as Paint 3D and Office.
- Architected and implemented major components of glTF and SketchUp transcoders in C++, doubled test coverage and optimized model conversion time.
- Collaborated with Khronos Group (OpenGL) to update the glTF project and was named a contributor.

## Projects

### Android

- 6 years Android experience; 6 open sourced projects on [GitHub](#). 5 million+ users on [Play Store](#).
- [Rewind](#): A recording app that passively listens and saves the last moments for later retrieval.
- [SleepyTime](#): A sleep planning application with widgets and in-app purchases, used by 1 million users.

### Tech Tanks

- Programming game written in Rails, Resque, Redis and Paper.js to teach Ruby to high school students.

### Initiatives

- Co-founded and organized Tech Retreat, Canada's first high school hackathon and learnathon for 200 students.
- Co-founded TerribleHack, a triannual comedy hackathon centered around making humorous & useless apps.

## Education

### University of Waterloo

2014 - 2019

Candidate for Bachelor of Computer Science

Expected to graduate in May 2019