

EDUCATION

Honours BSc Computer Science & Psychology (Statistics Minor) | University of Toronto Sep 2020 – Aug 2023

- Dean's List Scholar (2020 – 2022), GPA: 3.56/4.0
- Courses: Algorithms, Data Structures, Software Design, System Programming, Databases, NLP, Linear Regression

PROFESSIONAL EXPERIENCE

Software Engineer Intern | University of Toronto | Toronto, Ontario May 2022 – Sep 2022

- Working under Professor David Liu to develop a web visualizer for course prerequisites (Haskell, React.js, Node.js)

Full-Stack Developer (Part-Time, Seasonal) | PlantForever | Edmonton, Alberta Mar 2019 – Present

- Designed and built [a mobile-responsive website](#), connecting 200+ homeowners with volunteer tree planting services (Vue.js, REST API, Wireframes)
- Monitored and maintained the metrics on performance, accessibility, and SEO practices using Google Lighthouse
- Planned and reflected on outreach on a self-organizing team of 5. Presented reflections to receive a \$1,000 grant

Web Developer | Freelance | Remote Sep 2019 – Jan 2022

- Engineered a webpage to automate the data-upload and ingredient-parsing process for 1,000+ products, saving a company \$7,000 and 80 hours (JavaScript, HTML, CSS)
- Built and maintained a website across 19 subdomains for a hydrovac company (WordPress)

Full-Stack Developer | Wread | Edmonton, Alberta Jan 2019 – Jun 2019

- Led a functional team of 16 to design and produce eco-friendly book holders in the Junior Achievement program
- Built [a mobile-responsive website](#) to sell the book holders, implemented an order form, and automated email replies, increasing revenue by 38% (Vue.js, REST API, Google Scripts, Wireframes)
- Documented production procedures and wrote project reflections that received an environmental grant twice

PROJECTS

Online multiplayer game platform (bit.ly/3Lsmfdm) May 2021 – Aug 2021

- Collaborated with a team of 8 engineers to build a REST server for games, following Agile principles (Java)
- Independently built a web client that communicated with the server through HTTP requests and WebSocket connections, enabling live user-user interactions and handling JSON data (HTML, CSS, JavaScript)
- Implemented an admin portal with user authentication that allowed admins to manage user accounts and edit game templates, following the SOLID principles and common design patterns (Java)
- Prioritized tasks based on usability with 7 engineers by utilizing UML diagrams and CRC cards

Contributions to open-source software (bit.ly/3LqVWV8) Ongoing

- Identified the source of a year-long issue in a PDF modifier with 10M+ installs that made users unable to write integration tests. Discussed solutions with 2 project maintainers
- Fixed the issue by implementing a random number generator using the dependency injection design pattern, which also reduced the complexity of the unit tests within the project (TypeScript, Node.js, Jest)
- Modified a Discord API wrapper to signal when disabled commands are run on Discord, allowing bot developers to handle disabled commands (Node.js, JavaScript, REST API)

Manga (Japanese graphic novel) downloader (bit.ly/3OLMfTo) Sep 2020

- Developed and published a Manga downloader library and its command-line interface wrapper with 1,500+ total installs on the npm registry (Node.js)
- Wrote unit and bottom-up integration tests with mock servers to achieve a 97% code coverage (Jest)

SKILLS & INTERESTS

Languages: JavaScript, TypeScript, Java, Python, SQL, C, HTML, CSS/SASS, Bash, Haskell, R

Tools and frameworks: Agile, Git, Vue.js, React.js, Node.js, Jest, REST API, jQuery, PyTorch, UNIX/Linux

Interests: Social Psychology, Natural Language Processing, Network Systems, Piano, Children, Musicals, Fantasy