

SKILLS



- **Languages:** Python, Javascript, C, C++, C#, Java, HTML, CSS/Sass
- **Technologies:** Flask, Django, Node.js, Elasticsearch, Unity, Bootstrap
- **Tools:** Git, PyCharm, DigitalOcean, Babel, Grunt

EXPERIENCE



PaveAI (YC W16) • Software Engineer • San Francisco • June 2016 - Dec 2016

- Rebuilt **Python** api request pipeline for **150x decrease in requests made**
- Designed & extended core **Python** request processing modules using **C** for **12x increase in overall program efficiency**
- Created algorithms to aggregate customer data from multiple sources and generate unique marketing insights from customer data using **Elasticsearch** and **Python**
- Redesigned consumer facing product to incorporate charts, maps, and other data visualizations using **Javascript**, **Highcharts**, and **Sass**
- Processed over **1TB** of **raw user data** for lead generation



TD Innovation Labs • Solutions Developer • Waterloo • Jan 2016 - April 2016

- Used **Design Sprint** principles to ideate & prototype for multiple ideas per week
- Directed **User Testing** for product validation and pitched to TD's innovation chairs
- Developed rapid **Android** prototypes using **Java** and **Node.js**
- Explored **Augmented Reality** to create inventive new applications for the future of banking (**C#**, **Unity**, **Vuforia**)

PROJECTS



ENVR • VR Enhancer Using Physical Stimulus • June 2016 - Present

- Created core bluetooth interfacing API and multiple demos within **Unity** with **C#**
- Used **Solidworks** to design & 3D print chasis for multiple prototypes
- Talked to hundreds of potential customers for product validation
- Pitched and finaled at the Velocity Fund 5k Finals

ACTIVITIES



- **Thiel Fellowship Summit Attendee 2017:** Chosen as one of "60 extraordinary technologists, designers, and thinkers" for weekend summit in San Francisco
- **Hackathon Hacker:** Participated in 15+ Hackathons in Canada, US and Sweden
- **Velocity Resident:** Living & Participating in UWaterloo's entrepreneurial residence