

EMPLOYMENT

Software Engineer II

Home Box Office Inc.

2018-Current

Client Framework Team

- Built a customizable profile avatar feature for HBO Max which was used in over 200,000 profiles in first week of release.
- Designed and implemented the end-to-end advertising network infrastructure for HBOMax on iOS and tvOS
- Maintained a proprietary cross platform framework and its build infrastructure that is using a write once deploy anywhere paradigm targeting web, iOS, tvOS, Android, AndroidTV, TizenTV, PS4, Xbox, HiltonTV etc.

Software Engineer

Redfin

Winter 2017

Notifications Team

- Reduced time to organize and send push notifications by 10% by building a data pipeline for push notifications using Apache Kafka
- Built a fault tolerant and highly scalable Apache Samza application that delivered email recommendations to over 5 million users
- Worked with the Hibernate framework to extend backend functionality for email notifications

Junior Software Engineer

Digiflare

Spring 2016

Connected Devices Team

- Built a data analytics and export tool for debugging video stream quality on the Roku platform
- Worked with clients such as Vimeo and fuboTV to integrate custom designs and views into their respective Roku applications which resulted in higher user engagement
- Implemented custom Roku animation effects for smooth visual transitions

.NET Developer

IBM

Fall 2015

- Created new RESTful APIs in C# for unified data access on a variety of platforms
- Revamped SQL Server Integration Services in company's flagship product to expedite data migration for large data sets

EDUCATION

Waterloo, Canada

University of Waterloo

- Bachelor of Software Engineering 2018
- Undergraduate Coursework: Operating Systems; Databases; Algorithms; Programming Languages; Comp. Architecture; Calculus III.

TECHNICAL EXPERIENCE

Projects

- **Dreamote** (2016) <http://devpost.com/software/dreamote> : Created a program that recognizes hand gestures on hand drawn widgets to change the behavior of LEDs on an Arduino board. It won third place in an Enghack hackathon.
- **Watchdag** (2016) <http://devpost.com/software/watchdags> : Created an application that implements facial recognition and tracking through a video feed. Used Microsoft Azure APIs for backend storage and used OpenCV for image processing
- **2-Dimensional Puzzle Platformer** (2014): Built the physics engine from scratch in Java. It can utilize custom levels and custom obstacles as assets.
- **Doodle** (2014): Created a 2-D graphics drawing application which features custom colors and custom widgets. Save and Load Operations supported with XML, JSON and TXT file formats.

LANGUAGES AND TECHNOLOGIES

- React; Golang; TypeScript; JavaScript; C++; C; Java; Python
- Android SDK ; Windows Phone SDK ; Windows Forms; Roku SDK
- Visual Studio; Microsoft SQL Server; Eclipse; XCode;