



## Work experience

### Microsoft Corporation

Software Engineer

July 2021 - Present

Vancouver, BC

- Using **Typescript, React, GraphQL, C#, and Unity** to build features for the immersive collaboration platforms Microsoft Mesh and SharePoint Spaces
- Working on building a complex integration between the Mesh and Teams platforms, allowing users to use them together in real-time while on a call
- Built a WebRTC-based communication feature in SharePoint to enable voice chat in an immersive content view. Played a major role in the feature, leading it in **researching technologies, prototyping, system design, and production implementation**
- Contributed to a Teams extension that aggregates and displays user data. Took responsibility for implementing the data fetching, state management, and integration into the Teams platform
- Implemented tools for a rich content editor in SharePoint to make the authoring experience easier, helping to lead to an over 50% increase in usage
- Wrote code that meets a high standard for enterprise security compliance, test coverage, maintainability, and extensibility

### D2L (Desire2Learn)

Software Developer

June 2020 - July 2021

Vancouver, BC

- Used **C#, .Net Framework, SQL, Typescript, and React** to build production features for the Brightspace LMS
- Built innovative new quizzing features that were highly requested by users, which helped differentiate the product's capabilities from competitors
- Fixed urgent production bugs to allow school courses to run seamlessly as they transitioned from in-person to remote
- Found and fixed security defects to prevent data corruption and XSS

### NGX, contract part-time

Software Developer

February 2020 - May 2020

Vancouver, BC

- Used **C#, Unity, and HTML+CSS+JS** to build rich interactive touchscreen experiences for museum exhibits (including some that were featured in the Orcas: Our Shared Future exhibit at the Royal BC Museum)
- Worked with UX designers, QA, producers, and product managers to deliver four exhibit programs within tight deadlines

### SAP Canada Inc.

Software Developer Intern

May 2018 - December 2018

Vancouver, BC

- Used **Ruby on Rails, Javascript, React, and SQL** to build features for SAP Jam, an enterprise social collaboration app that serves 34 million subscribers
- Eliminated a 10-hour/week task by automating it using **Selenium, Jenkins, and shell scripting**

### PDFTron Systems Inc.

Software Developer Co-op

May 2016 - December 2016

Vancouver, BC

- Used **React, Javascript, and Firebase** to develop a pre-release productivity and communication web app
- Took ownership to complete many front-end features, including the sign-up flow, main app navigation, onboarding tour, and accessibility

## Skills

Programming languages

Typescript, Javascript, C#, Java

Web development

React, SQL, GraphQL, SCSS, .Net Framework, WebRTC, Node.js, Socket.IO, Babylon.js

Testing

Jest, Selenium, Testing Library, Jasmine

Other skills

Git, Unity, code reviews, documentation, accessibility

## Education

### Simon Fraser University

Graduated 2019

Burnaby and Surrey, BC

- BSc. (with distinction) Computer Science - Software Systems
- Interactive Arts and Technology (SIAT) minor
  - Courses: UI/UX, HCI, interaction design, animation, sound design
- Worked part-time from February 2019 to May 2020 at the SFU Cognitive Science Lab, used Unity and C# to build software for researchers to use in cognitive science studies

## Interests

Music, guitar, synthesizers, custom mechanical keyboards, baking, PC gaming