



Skills

Languages

Java, C#, HTML5, CSS3, SQL, PHP, JavaScript

Tools/Tech

Bootstrap, Hugo, Wordpress, ASP.NET, ASP.NET MVC, MSSQL, MySQL, Unity3D, UniRx, Zenject, AWS, Terraform, Maven, Guice, Dropwizard, RxJava, Akka, Git, Bitbucket Pipelines, Bamboo, IntelliJ, Visual Studio, Adobe Photoshop, Docker

Education

University of Waterloo

Sep. 2008 – Apr. 2015

Bachelor of Computer Science
Co-op with Software
Engineering Option

Interests

Planning, Scrapbooking,
Squash, Videogames

56 Game Studios

Co-founder, President & CEO

Sep 2016 – Present

- Oversaw business, sales, and marketing operations, defining project scope, goals and deliverables for System Siege
- Designed, developed and tested features on the System Siege client using Unity3D/C# and back-end REST services using Java
- Established continuous integration and deployment protocols, as well as deployed and managed services in the cloud (AWS)
- Designed, developed and maintained company websites using Hugo, Bootstrap, HTML5, CSS3, Photoshop, and JavaScript
- Successfully applied and pitched for UW JumpStart, becoming the first video game company to receive UW funding and earning \$60,000 in seed capital
- Successfully pitched 56 Game Studios to graduate from Phase 1 of the Accelerator Centre program, winning the Most Innovative award

BYTEprints

Freelance Web Design & Development, Etsy Seller

Jun 2017 – Present

- Design and develop custom websites of various sizes using HTML5, CSS3, JavaScript, Bootstrap, WordPress, Hugo, etc.
- Design, market and sell stickers for use with Erin Condren Life Planners, handling customer service and production

Electronic Arts

Software Engineer

May 2015 – Sep 2016

- Designed, implemented and tested features for real-time chat service built in Java using Akka, Redis, and RxJava, hosted in AWS for mobile titles such as Plants vs. Zombies Heroes
- Researched and evaluated various cloud infrastructure management tools to help reduce costs and increase security
- Migrated live services to updated infrastructure and provided support for team members onboarding onto new tools

Electronic Arts

Associate Programmer Co-op

May 2014 – Aug 2014, May 2013 – Aug 2013

- Developed features and bug fixes for a multiplatform mass push notification REST service, written in Java using Maven, Jersey, Guice, and hosted in AWS
- Designed, and developed sample app client in Unity3D/C# and game server in Java with Google AppEngine

Blackberry

Software Tools Developer Co-op

May 2012 – Aug 2012, Sep 2011 – Dec 2011, Sep 2010 – Dec 2010

- Designed, developed and deployed multiple SSRS reports using advanced SQL queries for executive level inquiries
- Designed, developed and deployed a unified web interface, aggregating multiple reporting tools into one site using ASP.NET, HTML5 and CSS3
- Maintained internal web tools written in ASP.NET with C# and optimized front-end HTML/CSS to allow for better cross browser compatibility and code readability