

Skills

Languages: Typescript/Javascript, HTML/CSS, Kotlin, Swift, Python, SQL, Java

Technologies: Redux, ChartJS, DIO (Dart), Retrofit 2, protobuf, Dagger 2

Frameworks: React, Flutter, Polymer, Django, Node.js

Work Experience

Salesforce - Slack

San Francisco, CA, USA

Software Engineer I

Aug. 2023 to Current

- Implemented algorithm to identify and highlight newly modified document sections using **Python** and **Typescript**
- Added informative animations to channel Canvases using **React Hooks** and **CSS**
- Built and wrote backfill for user-specific rich text canvas titles using **Python**, **Typescript**, and **Hacklang/PHP**
- Utilized custom data structure to facilitate tracking of specific types of changes using **Python** and **protobuf**

Associate Software Engineer

June 2022 to Aug. 2023

- Maintained copy & paste parity between Slack's Canvas and external applications (GDocs, Word, Notion, etc.)
- Built new static titles feature for Canvas to match competitors' user experience using **Redux** stores and **React**
- Addressed client issues with Quip's Spreadsheets product using **Typescript**, **CSS**, and **HTML**
- Added suites of UI and unit tests to cover unique Slack Canvas formatting using **WebDriverIO** and **Jest**
- Managed daily software deployments as part of Release Engineering rotation

Software Engineering Intern (Quip)

May 2021 to Aug. 2021

- Added 11 new chart types to Quip Spreadsheets using **React**, **Typescript**, and **Chartjs**
- Implemented customization options including separated ranges, data labels, and colors using **Protocol Buffers**
- Modernized existing charting UI/UX to match existing **Quip** styles
- Wrote comprehensive unit tests for chart data transform layer with **Jest**

WISE Systems

Remote

Software Engineering Intern

Sept. 2020 to Dec. 2020

- Designed new feature that displays and allows assignment of unassigned stops directly on main map interface
- Extended existing map routing application to allow multi-select of **Polymer** map markers
- Created custom data upload integrations for clients using **Node.js**

Carrot Inc

Redwood City, CA, USA

Android Engineering Intern

Jan. 2020 to May 2020

- Improved server-client synchronization of smoking abstinence feature using **coroutines** and **LiveData**
- Designed local system to intercept, modify, and store incoming local, **Firestore**, and **Mixpanel** notifications
- Built and architected paginated notification center using **MVVM**, **LiveData**, and a **Room SQLite** database
- Implemented biometric authentication into the application to secure user data when not in use

KeepTruckin

San Francisco, CA, USA

Android Engineering Intern

May 2019 to Aug. 2019

- Refactored activities to use **Kotlin** with **Dagger** and **MVVM**, using **RxJava** and **Redux** state transitions
- Rewrote core event saving functionality of iOS application in **Swift** using Domain Driven Design
- Designed, built, and tested new feature to improve accuracy of automatic driver arrivals detection

Education

University of Waterloo

Sept. 2017 to Apr. 2022

Bachelor of Computer Science

Major in Computer Science with a Minor in Psychology

Interests

Dungeons and Dragons 5e, Combat Robotics, Board Games