

EDUCATION

Auckland, NZ	The University of Auckland	Mar 2019 – Nov 2022
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Bachelor of Engineering (Honours): Software Engineering - Part IV (Final year)

Academic Achievements:

- Engineering GPA: 8.71/9.0 (About A+ Average)
- 1st Place Project Award (2021): SOFTENG 306 (Software Engineering Design 2) Android Project
- 1st in Course Award (2020) – SOFTENG 250 (Algorithms and Data Structures) and
– SOFTENG 251 (Object Oriented Programming)
- Dean's Honours List (2019, 2020) – Top 5% of Engineering cohort

EXPERIENCE

Software Engineer Intern	Google	Nov 2021 – Feb 2022
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- I worked on Google Photos, a photo sharing and storage service used by 1 billion+ users around the world.
- Lead the architectural design and development of the shared links module on **iOS**. Shared links is one of the most common ways users share photos with, covering $\frac{1}{4}$ of the entire "Sharing" tab. (**Objective-C, Swift**)
- Reached target goal for internship + additional stretch goal (total 2x work) within the timeframe of the original target goal, despite 1 week setback due to equipment delays. Sped up launch by at least 3 months.
- Wrote 6 new test suites for new features and contributed to 4 existing test suites - including unit tests, UI tests, screenshot tests, and interaction tests, using a range of iOS testing technologies. (**XCTest, EarlGrey**)
- Contributed to internal documentation site used by all developers at Google, on the **MVVM** architecture.

Junior Frontend Developer	Hectre	Apr 2021 – Sep 2021
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- An award-winning start-up of the agritech industry with customers all around the globe, having recently raised \$3.5 million in capital. I was one of the only two frontend developers in the company. (**ReactJS**)
- Developed the interface used by admin users (orchard owners) - one of the core sets of functionalities of the web-app - to use a brand-new design and architecture. Refactored existing logic to use better practices.

STEP Intern	Google	Nov 2020 – Feb 2021
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- Collaborated in a pod of 3 to create an internal game tool which simulates a stock trading platform. Deployed on Google Cloud using App Engine, utilised Cloud SQL, Cloud Datastore, Cloud Function, Firebase.
- Lead the development of the frontend. Designed an extensible frontend architecture usable by other engineers, with comprehensive design documentation. Contributed over 70% of the frontend code. (**React**)
- Reviewed code of other interns, assisted them in learning React, provided guidance for their frontend work

EXTRACURRICULAR

Developer Student Club Lead	Google Developers	July 2020 – Jan 2021
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- Founding president of Google's first official student club in New Zealand.
- Lead a founding team of 12 to upskill tech students through workshops, seminars, and meetup sessions.
- Responsible for identifying local partners to work with, and for leading project building activities

Part II Representative	Software Engineering Student Association	Mar 2020 – Mar 2021
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- One of University's most active tech clubs with 300+ active members dedicated to SWE students
- Coordinated industry, educational, and social events with industry partners in a team of 11 members.

PROJECTS

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- **Fistbump (2021 - Ongoing)**: A mobile app to form friendships based on interest and personality. Deployed to Apple and Android store, attracted 300+ active users. Advertised by the university officially as an app recommended for new students. Beta 2.0 to be launched university-wide in March 2022. (**React Native**)
 - **DigiFair (2020)**: A platform that connects students with recruiters through 1-on-1 live video sessions using a queuing system that simulates real-life speed interviews. Used by Summer of Tech (NZ's largest university recruitment programme) to host CV clinics in July 2020. (**ReactJS**)
 - **Rare Account Generator (2015)**: Developed a bot that automatically creates accounts and rolls for rare items in a popular mobile video game. My bot generated over \$6K in profit from rare accounts I sold online.

SKILLS

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- **Proficient**: ReactJS, JavaScript, Java, Swift, Objective-C, React Native, Android, Python