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SUMMARY

Experienced software engineer and technical leader with over 10 years of expertise in mobile and front-end development, design systems, and building high-performing teams. Proven ability to drive platform-wide UI decisions, mentor developers, and implement cutting-edge technologies. Adept in mobile and web technologies, with a strong focus on accessibility and responsive design. Extensive expertise in technical analysis, architecture, and agile development. Dedicated to maintaining thorough documentation, ensuring clarity and transparency throughout the development process.

EXPERIENCE

Principle Engineer - Red Thread Innovations

Mar 2019 - Present

- Led a team of 15+ engineers in delivering 12 major projects on time and within budget.
- Built developer tools and implemented new methodologies, reducing development time by 25%.
- Developed and maintained CI/CD pipelines, improving deployment speed by 30%
- Designed and implemented scalable distributed platforms on AWS and Azure using infrastructure as code, enhancing system reliability and scalability.
- Championed the adoption of AI tools to expedite delivery speed.
- Optimized database query performances to be 8x faster, significantly enhancing system efficiency.
- Engaged with clients, ensuring 100% satisfaction on project deliverables.
- Conducted code reviews, maintaining 98% code quality and adherence to standards.
- Recruited and mentored 15+ local & international engineers, fostering a culture of continuous learning.
- Advocated for and ensured adherence to accessibility standards across all projects.
- Maintained thorough documentation, ensuring clarity and transparency throughout the development process.
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- **Key Projects:** WE sites, WE Schools, CSSG, Spindl platform, Figma Exporter, Varicent LMS, Sinapi Aba app, Canlease, Suppli, Vivid Seats Capital One, Koru Mindfulness, Spindl platform
- **Tech Stack:** React, Node.js, Typescript, GraphQL, Kotlin, Swift, React Native, Python, Docker, Kubernetes, Terraform, Ansible, Jest, Cypress, Selenium, Playwright

Android Lead Developer - Rogers

Sep 2017 - Mar 2019

- Led a team of 6 developers in delivering 3 major Android projects, achieving 100% on-time delivery.
- Designed and implemented scalable and maintainable application architectures, ensuring long-term project sustainability.

- Improved the performance of the Fido My Account app, resulting in a 25% increase in user engagement and a 30% reduction in crash rates.
- Coordinated cross-functional teams, including designers and backend developers, to ensure cohesive and efficient project delivery.
- Conducted regular code reviews, maintaining high standards for code quality and adherence to best practices.
- Provided mentorship and guidance to junior developers, fostering a culture of continuous learning and professional development.
- Utilized agile methodologies to manage project workflows, resulting in a 20% improvement in team productivity.
- Led the migration of legacy code to modern Kotlin, improving code readability and maintainability.
- Recruited and onboarded 3 new developers, enhancing team capabilities and contributing to a more diverse and skilled workforce.
- Ensured compliance with accessibility standards, enhancing app usability for all users.
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- **Key Projects:** MyRogers, Fido My Account
- **Tech Stack:** Kotlin, Java, Dagger2, RxJava, JUnit, Appium, Gradle

Android Developer - ecobee

Dec 2016 - Sep 2017

- Transitioned the ecobee app from a hybrid architecture to a fully native one, significantly improving user experience and app performance.
- Increased test coverage by 30%, enhancing app stability and reducing the occurrence of bugs.
- Recruited and mentored 2 co-op students, providing guidance and contributing to their professional growth and development.
- Collaborated closely with cross-functional teams to deliver new features and improvements, ensuring timely and efficient project completion.
- Implemented performance optimizations, resulting in a smoother and more responsive application.
- Implemented multiple custom UI interactions.
- Conducted code reviews, maintaining high standards for code quality and best practices.
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- **Key Projects:** ecobee app
- **Tech Stack:** Java, Kotlin, Dagger2, RxJava, JUnit, Appium, React Native

Software Engineer - Digiflare

Mar 2016 - Dec 2016

- Delivered 26 FireTV app versions on time, improving customer satisfaction.
- Led a project team of 2, ensuring cohesive collaboration.
- Mentored 3 co-op students, providing guidance and contributing to their professional growth and development.
- Ensured compliance with accessibility standards, enhancing app usability for all users.
- Identified and resolved bugs, enhancing application stability.
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- **Key Projects:** Noticias, Hearst TV, Optimum TV
- **Tech Stack:** Java, Dagger2

Instructor - Humber College

Sep 2015 - Dec 2015

- Facilitated Java and SQL courses, achieving a 85% student satisfaction rate.
- Created and graded exams and projects.

Mobile Developer - Clearbridge Mobile

May 2013 - Mar 2016

- Developed Android, iPhone, BB10, Web, and Backend projects, delivering high-quality software.
- Collaborated closely with cross-functional teams to deliver new features and improvements, ensuring timely and efficient project completion.
- Identified and resolved bugs, enhancing application stability.
- Led a team of 3 developers, achieving project milestones.
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- **Key Projects:** NBC Sports, Telemundo, Shell Brazil, WE365, SecureKey, Disney channel, Tim Hortons, ABC player, Angus Anywhere, Perfect Year
- **Tech Stack:** Java, Objective-C, Swift, C++, Node.js, Angular, HTML5, CSS3, MySQL

Intern Game Developer - Full Circle CS

Mar 2013 - June 2013

- Implemented game mechanics
- Integrated 3D assets provided
- Participated in ideation sessions
- **Key Projects:** Gladiotron
- **Tech Stack:** C#, Unity

EDUCATION

Advanced Diploma: Game Programming

HUMBER COLLEGE

Sep 2010 - Jun 2013

SKILLS

Technical Leadership & Development:

- Technical Leadership, Architecture, Agile Development, Design Thinking, Documentation, Mentorship & Coaching, Resource Management, Code Reviews, Recruiting

Programming Languages & Frameworks:

- JavaScript, TypeScript, React, Angular, Node.js, HTML, CSS, Kotlin, Java, Swift, Objective-C, Python, HCL

Build Tools & Infrastructure:

- Rollup, Webpack, Gradle, Docker, Kubernetes, Terraform, Ansible, AWS, Azure

CI/CD & Testing:

- Jenkins, CodeDeploy, JUnit, Jest, Selenium, Cypress, Playwright

Database & Storage Systems:

- MySQL, PostgreSQL, MongoDB, Redis, RDS, S3