

EXPERIENCE

Snap Inc

Senior Research Engineer
Research Engineer

August 2021 - Present
September 2019 - August 2021

Focus around engineering Artificial Intelligence / Machine Learning systems to realize products out of Snap's research. Through contributions at the lab, have helped build solutions to train large scale graph neural networks and deduplicate news.

Software Engineer

December 2018 - September 2019

Engineered various key features for vertical video creation for Snap Publisher; some highlights include: optimizing video playback and html canvas performance, handling data management intricacies of distributed multi-tiered architecture, and introducing various new frameworks to ease development such as one for Generalized Message Passing for compute intensive webapps.

Research Engineer

February 2018 - December 2018

Maintained Research team's cloud compute tooling, used by 100s of ML projects to scale up experiments; tangentially engineering tooling to improve cost efficiency and cost reporting for the system. Helped engineer foundations of multi-year research projects, including Snapchat Trends - a subset of which, eventually became an external facing product 3 years later.

Software Engineer Intern

Jan 2017 - April 2017

Designed a library for on-device offline keyword detection, which was later used as technology backing various speech recognition lenses.

Amazon Inc

Software Development Engineer Intern

May 2016 - August 2016

Developed software to automate localization for the Amazon Silk browser, saving roughly 1+ hour/week of manual engineering effort.

IBM

Mobile Solutions Developer

September 2015 - December 2015

Consulted for one of the top 5 financial institutions in Canada, engineering and presenting business and technical solutions centred around client authentication to C-level executives. Worked with cross-company and crossorganizational teams to design and engineer POC for new authentication architecture.

Microsoft

Xbox Marketing Assistant

January 2014 - April 2014

Constructed analytical reports for games portfolio; automating parts of the process by creating tools in VBA (Excel) to compute viability of rebate programs by leveraging plethora of available signals (both internally and externally) - derived insights were used for sales and inventory forecasting. Designed and led a successful contextual digital marketing campaign for the Canadian market, leveraging popular video game influencers, to drive demand generation for launch of a new AAA game.

EDUCATION

University of Waterloo

Bachelors in Computer Science

Waterloo, ON

December 2019

Wilfrid Laurier University

Bachelors in Business Administration

Waterloo, ON

December 2019

SKILLS SUMMARY

Languages: Python, Java, Javascript, Objective-C, HTML, CSS

We/Mobile: React, Redux, Node, Express, iOS

Tools: Bazel, Pytorch, Kubeflow, Monorepositories, Big Data, SQL, Machine Learning

Platforms: GCP, AWS

OTHER EXPERIENCE

Restuarant Inventory Management Software

Owner

Self Employed

September 2016 - August 2017

Led a group of two other developers in engineering an inventory management software solution for small to medium sized restuaraunts.

South African Embrace Foundation

Web Content Developer

December 2015 - December 2016