

Summary

Versatile developer with a foundation in computing science and electrical engineering. Experienced in solving complex technical problems across software, electronics, and mechanical design. Eager to contribute in a range of roles within the technology sector.

Education

| Credential   | Institution                              | Location            | Dates                |
|--|--|---------------------|----------------------|
| Associate of Science – Computing Science (in progress) | Douglas College                          | New Westminster, BC | Sept 2023 – Present  |
| Bachelor of Science – Electrical Engineering (partial) | University of British Columbia, Okanagan | Kelowna, BC         | Sept 2019 – May 2022 |

Experience

Web Developer & Site Administrator

*Spruce Point Homes Ltd – Remote*  
*May 2024 – Present*

- Created the company website, handling both front-end design and back-end architecture.
- Built a secure online rental-application workflow to streamline the application process for property managers.
- Deployed a centralized cloud storage solution for internal document sharing.

Electronic Assembler

*Nordic Technology Ltd – Kelowna, BC*  
*Oct 2022 – Jul 2023*

- Assembled and soldered PCB modules, performing functional tests and fault isolation.
- Supported production flow through inventory management and workstation optimization.

Painter

*University First Class Painters – West Kelowna, BC*  
*May 2022 – Sep 2022*

- Delivered high-quality residential finishes while adhering to strict safety and cleanliness standards.
- Coordinated with clients and crew members to keep projects on schedule.

Technical Skills

| Category               | Tools & Technologies   |
|------------------------|--|
| Programming            | C, C++, Python, HTML, CSS, JavaScript                          |
| Electronics & Embedded | PCB assembly, hand soldering, Arduino, ESP-32, Raspberry Pi    |
| Software & Platforms   | Linux, Git & GitHub, Azure, Google Cloud, Microsoft 365        |
| CAD & Simulation       | SolidWorks, Autodesk Fusion, Unreal Engine                     |
| Communication          | Technical reports, design documentation, client correspondence |

Projects

- CNC Pen Plotter:** Raspberry Pi-based drawing robot with fully custom control software and 3D-printed mechanics. Featured by Douglas College.
- Off-Road Motorcycle Simulator:** Physics-driven game engine in C++ and OpenGL focusing on accurate rigid-body and tire dynamics.  
*More details available on my portfolio website.*