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Projects

Capri

Haskell

PROGRAMMING LANGUAGE / COMPILER

- A statically typed, general purpose programming language with an emphasis on functional programming and overall simplicity.
- Implemented and extended a Hindley-Milner polymorphic type system, using research papers and other online resources as reference.
 - Extensions include: extensible and anonymous records, isorecursive types, and typeclasses (currently being implemented).
- Wrote a handmade pretty-printer for code generation for the original C target.
- Currently targets LLVM by interacting with the LLVM FFI provided by another Haskell library.

Artemis

Haskell

PROGRAMMING LANGUAGE / INTERPRETER

- A statically typed, high level, interpreted functional programming language.
- Implemented a Hindley-Milner polymorphic type system and extended it with isorecursive types.
- Wrote and optimized a tree-walking interpreter to squeeze out maximum performance.
 - Out-performs a previous tree-walking interpreter written in Rust with 2x code execution speed consistently.

Personal Blog

TypeScript, JavaScript, HTML/CSS

WEBSITE

<https://blog.stimsina.com>

- Implemented with a headless CMS (Sanity.io). Worked with GROQ and the Sanity API.
- Used various web frameworks such as Next.js, Tailwind CSS, and more.
- Hosted both blog and personal studio site (to write blog posts) on Vercel.
- Performed some SEO optimizations (dynamically generating good sitemaps, using proper meta tags, etc).

Physics Engine

C, C++, GLSL

3D GRAPHICS AND PHYSICS ENGINE

- Worked with graphics APIs such as OpenGL.
- Wrote low-level, performance critical C++ code.
- Implemented a Verlet integration solver for the physics simulation.
- Wrote GLSL shaders.
- Implemented a graphical user interface with Dear ImGui.

More projects on my [GitHub profile](https://github.com/05st) (github.com/05st)

Experience

V Programming Language

TEAM MEMBER

Sep. 2021 - Oct. 2021 (2 months)

- Worked on all aspects of the compiler pipeline (parsing, semantic analysis, code generation, etc).
- Submitted dozens of detailed pull requests and opened issues. At times, also reviewed other contributors' code.

RootKit Inc.

CTF ORGANIZER

Jul. 2021 - Oct. 2022

- On and off volunteer position responsible for organizing multiple online capture-the-flag (CTF) events.
- Researched topics in cybersecurity, cryptography, and forensics, to set up unique challenges.
- Created websites for the events from scratch, purposely leaving in security vulnerabilities.
 - Implemented a system to track real-time participant progress.
- Frequently communicated with other RootKit staff to discuss ideas, provide updates on my progress and future plans, etc.

Education

University of Waterloo

Waterloo, Ontario, Canada

BACHELOR OF COMPUTER SCIENCE, HONOURS

2023 - 2028 (expected)

- President's Scholarship of Distinction for an admission average of 95% or greater.

Fort Richmond Collegiate

Winnipeg, Manitoba, Canada

HIGH SCHOOL DIPLOMA

2020 - 2023

- Subject award for CS42S (AP Computer Science) for the highest mark in the course (100%).
- Created and hosted the school's first computer science contests to raise interest in the national Canadian Computing Competition.
- Graduated with 42 credits (30 are required), including several AP courses for which I received a 5/5 on all of their respective exams.