

ANDREW HEYMAN

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Undergraduate student at University of Toronto

Education

University of Toronto
2017-present
Faculty of Arts & Science
Specialist in Computer Science, Major in Cognitive Science
Innis College
President's Scholar of Excellence

University of Chicago Laboratory Schools (UCLS)
9th through 12th grade, 2013-2017
National Merit Finalist
Cumulative GPA: 3.967 out of 4.000

Skills

General computer programming

- 6+ years of experience
- High familiarity with Java
- Moderate familiarity with Python, Lua
- Some familiarity with C++, JavaScript

Some experience creating feedforward (including convolutional) neural networks using TensorFlow

Video game design and programming

- 8+ years of amateur experience

Web design, including use of HTML, CSS, and JavaScript

Selected projects

Cell2D – Java 2D game development library
Website: <http://www.cell2d.org>
Began 12th grade, development ongoing

Echo – short puzzle-platforming video game made in 38 hours

Website: <http://andrewheyman.itch.io/echo>

University 1st year

Design and programming for UCLS's Design Communication class website

Link: http://people.ucls.uchicago.edu/~bwildem/design_communication/

11th grade

Activities

Member of the University of Toronto Machine Intelligence Student Team – University 1st year

Member of UCLS's Code@Lab computer science club – 12th grade

Member of UCLS's STEM Discovery Club – 12th grade

Founder and leader of UCLS's Philosophy Club – 11th grade

Member of a finalist team at the 2015 Technology Student Association TEAMS national science competition – 11th grade

Member of a team that won 2nd place at the 2015 ProCom 1.0 city-wide programming competition – 10th grade

Member of UCLS's Science Team – 9th grade