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
Cumulative GPA: 3.88 out of 4.00

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

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

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

Video game design and programming

• 9+ 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

Design and programming for personal website

Link: http://www.andrewheyman.org/

Began 11th grade, updated occasionally

 $Echo-short\ puzzle-platforming\ video\ game\ made\ in\ 38\ hours$

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

University 1st year

Activities

Member of the University of Toronto Ethics Club – University 2nd year

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 -11^{th} grade

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

Member of UCLS's Science Team – 9th grade