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#### **SKILLS**

Languages Technologies C, C++, Python, Java, C#, HTML, CSS, JavaScript, SQL, VHDL, TypeScript

ASP.NET, React, Linux, OpenCV, Firebase, GTest, Unity, NumPy, REST API, AWS, Azure

#### **EDUCATION**

#### Bachelor of Software Engineering, University of Waterloo

2022 - Present

- Dean's Honours List, CGPA: 88.81%(3.9/4.0)
- Relevant courses: OOP, Data Abstraction & Implementation, Optimization, Digital Circuits & Systems

#### **EXPERIENCE**

#### **Full Stack Programmer, Toronto Transit Commission**

May. 2023 - Present

- Developed a comprehensive financial web application, enabling data categorization, storage, and report generation from user-uploaded files
- Leveraged C# and ASP.NET MVC for back-end development, executed SQL queries for database alteration
- Employed Telerik Kendo Grid and JavaScript to craft user-friendly web interfaces
- Refactored 30% of the legacy codebase, resulting in 15% fewer maintenance-related issues

### Software Developer, Project: Human City

Jan. 2023 – Apr. 2023

- Used C# for storing model in Unity engine and generating sprites of real-world objects for an AR app
- Trained pre-trained YOLO model to load TensorFlow data graph for real-time object Identification
- Implemented camera features for **gesture detection** and increased precision rate by **11.6%**
- Improved machine learning model by **image mix-up** technique and reduced the error by **11%**

#### **PROJECTS**

## Autonomous Vehicle, Python &

- Implemented multiple functions such as color selection, gray scale, and trackbar with the **OpenCV** library in a camera module for a vehicle to raise **lane detection** capability by **16**%
- · Enabled the car to sense its environment and perform smooth movement without human input
- Leveraged the Raspberry Pi to establish the connection between the software, motor module, and camera module, allowing for seamless communication and coordination among the different components of the system

## To-Do List App, HTML, CSS, JavaScript &

- Developed a to-do list app using **ReactJS** which enabled users to efficiently add, complete, and delete tasks
- Leveraged Firebase for real-time data updates, facilitating instantaneous data storage and updates
- Integrated data validation and security measures for seamless, secure user interaction.

## Portfolio Website, HTML, CSS, JavaScript 🔗

- Created a portfolio website with interactive functionalities such as a hamburger menu
- Guaranteed smooth UI/UX experience across different devices
- Deployed the website using AWS Amplify server and Github Pages

## Shooting Game, Java 🔗

- Developed a **GUI game** using **OOP** which allows keyboard control of the shooting strength and direction
- Implemented a ranking system to evaluate player performance, using target hit accuracy as a metric
- Incorporated physics effects including explosions and smoke to enhance user experience and realism

# Spaceship Web Game, TypeScript, JavaScript&

- Programmed an autonomous spaceship website, where the algorithm predicts the optimized pathway for the spaceship to avoid obstacles and reach the destination with the least fuel
- Optimized driving path by precise navigation and reduced fuel by 21%