ARYAN HUSSAIN

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EDUCATION

UNIVERSITY OF TORONTO   September 2022 – Present
Bachelor of Applied Science, Computer Engineering + PEY Co-op
- Faculty of Applied Science & Engineering Admission Scholarship
- 2023 Winter Deans Honor List Recipient
- Notable Courses: Programming Fundamentals, Object Oriented Programming, and Fundamentals of Deep Learning

TECHNICAL SKILLS

Programming Languages: C, C++, Python, Java, JavaScript, HTML, and CSS
Frameworks: PyTorch and NumPy
UI, UX, and Design Skills: Canva, Figma, and Resolve
Other Technical Tools: Git, MATLAB, Latex

PROJECT EXPERIENCE

AUDIO CLASSIFICATION NEURAL NETWORK, University of Toronto   July 2023 – August 2023
Lead *Developer*
- Developed an audio classification convolutional recurrent neural network that classifies WAV audio files into different forms of media including music, conversations, TedTalks, and audiobooks.
- Sampled and collected over 8000 different audio samples from various sources and built a Python script to sort, edit, and convert the files into normalized Mel-Spectrograms using the librosa library.
- Utilized NumPy and the PyTorch framework to train the neural network in order to achieve a training accuracy of 96.3% and a final testing accuracy of 95.82%.

PERSONAL WEBSITE   August 2023 – September 2023
Web Developer
- Leveraged a diverse skill set in web development technologies such as HTML5, CSS3, JavaScript, and responsive design principles to create a highly informative and functional personal website.
- Employed Git version control branching strategies to experiment with new features and enhancements, while maintaining a stable and reliable production version of the website.

REVERSI VIDEO GAME, University of Toronto   March 2023 – April 2023
Developer
- Programmed a computer version of the renowned board game Reversi using C programming language, offering players the flexibility to enjoy the game on both standard and custom boards, ensuring a smooth and engaging gaming experience.
- Employed algorithmic strategies to create challenging AI opponents, providing players with dynamic and competitive gameplay options.

WORK EXPERIENCE

ILLUMINATE UNIVERSE, Remote   May 2023 – September 2023
Intern
- Co-hosted an informative podcast series with engineers, providing free insights and guidance to high school and university students interested in engineering and related fields.
- Designed and implemented a custom video player on my personal website using HTML and CSS skills to craft a user-friendly and visually appealing video player, enhancing the website's multimedia experience.

LOWES, North Scarborough   May 2023 – September 2023
Electrical and Hardware Sales Associate
- Utilized extensive knowledge of electrical and hardware tools and technologies to provide personalized assistance and recommendations, ensuring customers receive accurate and effective solutions to their needs, increasing sales in the electrical department by 15%.
- Collaborated seamlessly within cross-functional teams across all departments, fostering a cooperative work environment and leveraging diverse perspectives to achieve shared goals.

LAURIER COMPUTER SCIENCE, Sir Wilfrid Laurier Collegiate Institute   March 2021 – June 2022
Java Trainer
- Applied Java programming knowledge to tutor beginner students using a personalized curriculum covering the intricacies of object-oriented programming.
- Prepared difficult yet fundamental coding challenges along with test cases to prepare students for Canadian Computing Competition.