

BENCE WEISZ

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COMPUTER SCIENCE (SPECIALIST) - UNIVERSITY OF TORONTO

A highly-knowledgeable second-year student, desiring an internship opportunity to gain experience in a collaborative environment. Possesses a strong work ethic as well as technical skills.

Core Competencies:

- Java - Highly Proficient
- Python - Highly Proficient
- CPP - Moderately Proficient
- JavaScript - Proficient
- Communication skills
- Detail oriented

PROJECTS

MNIST Neural Network Classifier - CPP & Python Project

- Built and trained neural network in CPP to classify handwritten digits from the MNIST data set
- Trained network to error rate of 10 %

Forest Engine - Java Project

- Graphics & Game engine with highly efficient rasterization system
- Smooth and responsive camera and peripheral input system allowing for seamless animations

Graphica- Java Project

- 2D Graphing calculator
- Capable of graphing any function, customizable appearances

SAP 1 Emulator and Assembler - Python Project

- Emulator for a simple 8-bit computer
- Capable of running simple assembly.

Highschool eLearning Security Tests - Python Project

- Wrote pen-testing software to reveal vulnerabilities in high school eLearning sites
- Notified school board of 3000 unsecure student accounts

EDUCATION

COMPUTER SCIENCE SPECIALIST (FOCUS IN AI) - EXPECTED GRADUATION 2022

University of Toronto · Toronto, ON

Relevant Courses: CSC236 (Introduction to the Theory of Computation), CSC165 (Mathematical Expression and Reasoning for Computer Science), CSC207 (Software Design), CSC209 (Software Tools and Systems Programming -- To Be Completed May 2019), CSC263 (Data Structures and Analysis -- To Be Completed May 2019), CSC258 (Computer Organization -- To Be Completed May 2019), MAT235 (Calculus II)

OSSD - GRADUATED 2017

St. Marcellinus Secondary School · Mississauga, ON

- Graduated with 93.6%
- Grade 11 highest grades in Math and Physics