



## EDUCATION

### Master of Mathematics (MMath) | Computer Science

September 2020 – August 2023 | University of Waterloo | Waterloo, ON Canada

- Focus in **Human-Computer Interaction**, currently researching the effects of perspective distortions in spatial augmented reality
- Supervisors: Prof. Daniel Vogel & Prof. Craig Kaplan
- Completed coursework component of degree (**4.0/4.0 GPA**)

### Honours Bachelor of Science (HSc) | Computer Science

September 2015 – June 2020 | University of Toronto | Toronto, ON Canada

- Graduated with **High Distinction** and specialist focus in **Computer Vision**

## EXPERIENCE

### Research Engineer Intern

Meta Inc. | September 2022 – December 2022 | Toronto, ON Canada

- Designed use cases and developed **Augmented Reality (AR)** research prototypes

### Research Intern

Roblox Corp. | May 2022 – August 2022 | Virtual

- Designed research project on **Virtual Reality (VR)** user experiences and submitted manuscript for peer review
- Implemented research prototypes on Roblox Studio using **Luau**

### Research Intern

Adobe Inc. | May 2021 – August 2021 | Virtual

- Developed a typography layout prototype using **TypeScript** and ran an online experiment built using **JsPsych**

### Research Assistant

Dynamic Graphics Project, University of Toronto | July 2020 – August 2020 | Toronto, ON Canada

- Designed and prototyped a tool for VR design space exploration in **Unity 3D (C#)** for Oculus Rift
- Conducted remote user studies and published results in a [peer-reviewed publication](#) (**ACM SUI 2021 Conference**)

### Software Developer Intern

Autodesk Inc. | May 2019 – August 2019 | Toronto, ON Canada

- Developed features for Autodesk Maya's Render Setup using **PyMEL**, **Python** and **Qt**
- Collaborated with designers to design and implement a [grouping feature](#) for organization and manipulation of object overrides

### Software Developer PEY Intern

Intel Corp. | May 2018 – May 2019 | Toronto, ON Canada

- Coordinated with international teams on design of **Python** and **PostgreSQL** infrastructure for organizing product information
- Maintained and extended a set of automated dashboards that displayed completion statistics for project management
- Used mathematical models to predict FPGA static power consumption and wrote supporting software in **C++** and **Python**

### Software Designer Intern

Nokia Corp. | May 2017 – August 2017 | Ottawa, ON Canada

- Wrote various **Python** and **Bash** scripts used in daily build testing
- Mentored high school interns and taught them about the **Robot Testing framework** as well as **Bash** scripting

## PROJECTS

#### [Machine Learning Image Denoiser](#)

- **PyTorch**

#### [Ray Tracer](#)

- **C++ Eigen Library**

#### [AR Food Bank Donation Filter](#)

- **SparkAR**