

## EDUCATION

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

September 2020 - Present | University of Waterloo | Waterloo, ON Canada

- Focus in **Human-Computer Interaction (HCI)**, currently researching the effects of perspective distortions in immersive interfaces
- Supervisors: Prof. Daniel Vogel & Prof. Craig Kaplan
- Completed coursework including courses in HCI for Education, Performance Evaluation, and Computer Graphics (**4.0/4.0 GPA**)

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

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

- Specialist focus in **Computer Vision**
- Graduated with **High Distinction (3.57/4.0 GPA)**

## EXPERIENCE

### Research Intern

Adobe Inc. | May 2021 – August 2021 | Virtual

- Conducted novel research on 2D graphics in the Graphics Intelligence & Learning Lab
- Designed and administered an **experiment and survey** to identify visual preferences in typography

### Research Assistant

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

- **Designed a novel tool** for visualization in virtual reality (VR) **design space exploration**
- **Developed a VR prototype** in Unity 3D (C#) for Oculus Rift
- **Conducted remote user studies** and reported results in a research paper (**Accepted to the 2021 ACM SUI 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
- Created a feature that summarizes information from the Maya node dependency graph

### Software Developer PEY Intern

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

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

## TECHNICAL SKILLS

- |                         |                 |                     |                 |
|-------------------------|-----------------|---------------------|-----------------|
| • Python                | • Processing.js | • Adobe Photoshop   | • Unity         |
| • JavaScript, HTML, CSS | • Java          | • Adobe Illustrator | • Figma         |
| • C#, C++, C            | • OpenCV        | • Adobe XD          | • Autodesk Maya |

## EXTRACURRICULARS

- **Executive Member**, Toronto ACM SIGGRAPH Chapter (2018-present)
- **Team Leader**, SIGGRAPH 2019, 2020, and 2021 conferences
- **President** and Founder, The University of Toronto Computer Graphics Club (2016-2020)
- **Student Volunteer**, UIST 2020 conference
- **Microsoft Student Partner**, Microsoft (2017-2020)
- **Vice President** of the University of Toronto Computer Science Student Union (2017-2018)