



EDUCATION

Master of Mathematics (MMath Thesis) in Computer Science

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

- Research in **Human-Computer Interaction**, **Virtual Reality**, **Spatial Augmented Reality**, **Creativity Support Tools**

Honours Bachelor of Science (HBSc) in Computer Science

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

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

EXPERIENCE

Software Engineer III

Meta | October 2023 – Present | Toronto, ON Canada

- Software engineering for Reality Labs Research

Research Engineer Intern

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

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

Research Intern

Roblox | May 2022 – August 2022 | Virtual

- Implemented multiplayer **Virtual Reality (VR)** research prototypes on **Roblox Studio** using **Luau** and designed a user study
- Published late-breaking work at [ACM CHI 2023](#) (Conference on Human Factors in Computing Systems)

Research Intern

Adobe | May 2021 – August 2021 | Virtual

- Developed a typography layout prototype using **TypeScript** and ran an online experiment built using **JsPsych**
- Extended work to publish a peer-reviewed [research paper](#) and [patent](#)

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 [ACM SUI 2021](#) (Spatial User Interaction)

Software Developer Intern

Autodesk | 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 | 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 | May 2017 – August 2017 | Ottawa, ON Canada

- Wrote various **Python** and **Bash** scripts used in daily build testing and mentored high school interns

PROJECTS

[Machine Learning Image Denoiser](#)

- PyTorch

[Ray Tracer](#)

- C++ Eigen Library

[AR Food Bank Donation Filter](#)

- SparkAR