CHRISTOPHER MOUNTAIN

4th Year Engineering Science Student Majoring in Machine Intelligence Engineering

B.A.Sc in Engineering Science from the University of Toronto, Major in Machine Intelligence Engineering, Minor in Business. 3.49 cGPA
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WORK EXPERIENCE

Contracting Software Engineer

Grappa.xyz. Tel Aviv, Israel *(May 2023 - Present)*

Completed a summer internship at a startup in Tel Aviv called Grappa.xyz, and received an offer to work part-time over the school year. Built our proprietary search engine, search telemetry, and recommendation system. Built internal analytics system for our new business operations hires to have a "bird's eye view" on user actions and KPI's over time. Worked on various other tasks and optimizations for production API.

Software Engineering Intern

AMD. Toronto, Ontario *(May 2022 - December 2022)*

Worked as a software engineering intern in the PRIME Team at AMD. Divided time between developing/debugging graphics driver source code in C/C++ and working on a machine learning crash analysis R&D project. Presented at annual AMD Innovation Showcase.

Teck Assay Office Summer Student

Teck Resources. Trail, BC *(May 2021 - August 2021)*

Worked as an Analytical Chemist in an Assay Lab. Responsible for processing lead and zinc samples using Optical Emission Spectroscopy. Worked autonomously to process over 100 samples a day while completing miscellaneous projects.

Engineering Science Summer Internship

Division of Engineering Science. University of Toronto, Ontario, *(May 2020 – September 2020)*

Created and facilitated online events for over 200 Engineering Science students. Created and regularly updated an orientation blog with over 110 posts. Represented the Division of Engineering Science in meetings with various orientation committees and departments.

Tech Instructor

Lower Columbia Tech Club. Trail, BC, *(September 2016 – April 2019)*

Instructed technology courses on 3D printers, Arduino, GameMaker, Unity in C#, LEGO Mindstorms, and PC Building for elementary, middle school, and high school students. Directly managed a team of four tech-assistants working part-time.

EXTRACURRICULAR EXPERIENCE

Project Lead and Club Executive, Ethical Principles in AI Team

University of Toronto Toronto, ON, *(September 2021 - September 2022)*

Led a team of students working to develop facial detection neural networks using Amini and DebFace debiasing algorithms. Developed a research report on bias in facial detection systems and the impact of debiasing algorithms, and spoke about it in this podcast: https://open.spotify.com/episode/1PdyY4YLhPyhaTqNKaDTck?si=9f0fc276b59e46f3.

Software Engineer, U of T Hyperloop Team

University of Toronto. Toronto, ON, *(January 2021 - July 2022)*

Developed a vehicle controller in C++ for UTHT's entry in a university-level Hyperloop competition in Amsterdam. Also worked on integrating the pod motor and inverter.

High School Valedictorian

JL Crowe Secondary School. Trail, BC, *(2019)*

Voted by my peers to represent the Grad Class of 2019 as valedictorian in a graduating class of over 200 students, and delivered a (rousing) speech during our convocation ceremony.

SKILLS & COMPETENCIES

SOFTWARE: Proficient in Python, TypeScript, JavaScript, C, C++, SQL, Docker, Solidity, Truffle, MATLAB, and NumPy; experience Unity and C#.

HARDWARE: Experience in 3D printing and rapid prototyping. Familiar with building electronic systems from components such as LiPo batteries, electric motors, ESC's, etc. Familiar with building computers.

COMMUNICATION: High written and speaking proficiency in English; fluent in French. Strong technical and creative writing abilities. Dynamic and engaging public speaker and presenter.

LEADERSHIP: Dependable and consistently positive, able to adapt to fill roles for my team. Strengths in communication and mentorship.

TEAM-ORIENTED: Active listener, high stress-tolerance, follows through on commitments, and very focused on team success.

TECHNICAL PROJECTS

- Built a **graph-based search algorithm** for a large social media user base *(2023)*.
- Developed an **ML search recommendation system** based on search telemetry (which integrated with the original algorithm) *(2023)*.
- Designed and prototyped a **compact navigation system for the visually impaired** using Arduino, 3D Printing, and SolidWorks *(MakeUofT, 2021)*
- Developed an **original Barney-Stinson-quote text generator** using a neural network and Markov chains *(UofT Hacks, 2020)*
- Designed and prototyped an **in-parking-lot vehicle tracking system** using an ALPR *(2020)*
- Designed and built a fully **self-contained electric longboard** *(2018)*
- Programmed and published an **Android game on the Google Play store** using Unity and C# *(2015)*

ACCOMPLISHMENTS & EXPERIENCES

- University of Toronto Dean's List *(May 2019 – Present)*
- Governor General's Bronze Academic Medal - highest overall GPA in high school graduating class *(2019)*
- University of Toronto Faculty Of Applied Science And Engineering Admission Scholarship *(2019)*
- Schulich Leader Scholarship Nominee *(October 2018)*
- Competed at UofT Hacks *(January 2020)*
- Competed at MakeUofT *(February 2021)*
- F!rosh Leader at UofT Frosh Week *(September 2020, 2021, 2022, 2023)*
- SHAD Business and STEM Program Alumni *(2018)*

ACTIVITIES AND INTERESTS

Skiing
Ultimate Frisbee
Basketball
Backpacking/Traveling
Rock Climbing
Sailboat Racing