

## EMPLOYMENT

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<b>Co-Founder &amp; CTO</b>	<b>The Happenin Company (<a href="http://happenin.io">happenin.io</a>)</b>	<b>Jan 2021 - Present</b>
<ul style="list-style-type: none"><li>Led a team of 7 developers building the Happenin platform for public and private events</li><li>Researched, designed, and implemented a recommendation engine for events and activities based on user behaviour</li><li>Built an Android, iOS, and web app in React Native/React for public and private events, and a vendor facing portal for ticket sale tracking, guest lists, ticket scanning, and customer communications</li><li>Developed backend ticketing, payment, and email systems by integrating with external APIs such as Stripe</li><li>Played key part in helping to raise \$200,000 in funding</li></ul>		
<b>CTO</b>	<b>iMerciv Inc. (<a href="http://mapinhood.com">mapinhood.com</a>)</b>	<b>Nov 2018 – Jan 2021</b>
<ul style="list-style-type: none"><li>Leading a team of 3 engineers, built an accessible navigation app for pedestrians on Android and iOS with React Native</li><li>Built an accessible, high-performance routing engine for pedestrians in Java with hundreds of parameters such as slope, obstacles, foot-traffic, and street lighting data for safe and accessible routes</li><li>Implemented custom user routing profiles for personalized routes through urban centres</li><li>Built containerized REST service in Python using Flask exposed with Kubernetes, interfacing with a PostgreSQL database</li><li>Worked closely in partnership with the Microsoft AI for Accessibility team, the Canadian National Institute for the Blind, and Spinal Cord Injury Ontario to build, test and pilot our product</li><li>Designed proof of concepts, wrote applications, and met with stakeholders which helped raise \$1,000,000 in funding</li></ul>		
<b>Teaching Assistant</b>	<b>University of Toronto</b>	<b>Jul 2017 - Feb 2018</b>
<ul style="list-style-type: none"><li>Courses: Head TA for CS 207 - Software Design, and CS 148 - Introduction to Computer Science</li><li>Ran office hours for students in all years to help with upcoming assignments and studying for exams</li></ul>		
<b>Computer Programmer</b>	<b>Thicket Labs</b>	<b>May 2016 – Apr 2017</b>
<ul style="list-style-type: none"><li>Increased speed of their fuzzy cognitive map convergence algorithm by 10x</li><li>Implemented web designs in Angular JS along with server-side methods in Java</li><li>Developed model for simulating homelessness over time in urban areas by importing many public data repositories</li><li>Built a website to display simulation results and allow users to input varying policies to modify the simulation and show differences from the baseline</li></ul>		

## EDUCATION

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<b>Toronto, ON</b>	<b>University of Toronto</b>	<b>Sep 2017 – Feb 2019</b>
<ul style="list-style-type: none"><li>Master of Science in Computer Science GPA: 3.6</li><li>Thesis: <i>Optimal Bidding Strategies for Online Ad Auctions with Overlapping Targeting Criteria</i>. Designed and implemented a provably optimal algorithm for setting bid prices and assigning ad spots to campaigns in online auctions</li><li>Coursework: Computational Linguistics, System Modelling &amp; Analysis, Convex Optimization, Algorithms for Collective Decision Making, Machine Learning (audited)</li></ul>		
<b>Thunder Bay, ON</b>	<b>Lakehead University</b>	<b>Sep 2012 – Jun 2017</b>
<ul style="list-style-type: none"><li>Honours Bachelor of Science in Computer Science, GPA: 4.0</li><li>Coursework Highlights: Machine Learning, Artificial Intelligence, Cloud Computing, Big Data, Multivariable Calculus, Programming Languages, Comp. Architecture, Algorithm Design &amp; Analysis, Cryptography, Comp. Networks, Graphics</li></ul>		

## TECHNICAL EXPERIENCE

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### Projects

- Online Ad Auction Bid Assigner** (2018). Developed a reinforcement learning algorithm to assign online ad slots to ad campaigns based on user data from the ad and the targeting criteria of the campaigns
- Twitter Stock Predictor** (2016). Developed tool for predicting stock trends using tweets & support vector machines
- Virtual Stock Exchange** (2015). Platform for stock trading with virtual currency based on real-time stock prices
- Particle Image Velocimetry (PIV) Algorithm** (2014). Developed an algorithm for PIV which computes a vector field of fluid velocities derived from images of particles in a fluid hit with a high intensity laser

### Languages and Technologies

- Python; Java; JavaScript; C++; MongoDB; PostgreSQL; MySQL; sqlite3; React; React Native; Android; iOS; HTML; CSS
- Docker; Kubernetes; Jenkins; Nginx; Azure; AWS; Accessible Technology; Firebase; Flask; FastAPI; git; PyTorch