

Education

- University of Toronto (UofT)

September 2018 - June 2023

- Honours Bachelor of Science, double major in Computer Science/Statistics with a minor in economics
- Admitted as UofT Scholar - awarded to top ~4.5% of incoming class
- Check “university” on my website for a list of relevant coursework and description of courses

Experience

- Watchtower Robotics | Boston, MA • CS R&D Intern

May 2019 - August 2019

- Created and implemented patent pending procedure involving **unsupervised learning** and **supervised learning**, synthesizing proprietary robot data with audio data to greatly reduce false positives in leak detection and to label pipe features (joints, bends, etc...). **The procedure halved data analysis time and attracted AI VC firm attention.**
- Developed procedure involving video stitching and tag detection for aerial valve marking.
- Created various **visualization tools/graphics**, and a software guide for investors, the patent, and my work.

- Advanced Micro Devices (AMD) | Toronto, ON • PEY Intern

May 2021 - May 2022

- Incoming PEY intern - Stream Compute Driver Intern for Machine Learning/HPC

Selected Projects

- Equator Music (YouTube Music Player)

June 2017 - Oct. 2017

- Managed the project with Visual Studio Team Services along with releasing finished code on Github.
- Created the UI following my concept design, using various custom effects. **Properly utilized Google’s RESTful API.**
- Developed a **responsive product website** and an innovative advertising strategy a \$0 budget, which garnered over a thousand users.

- Unity Pause Menu

Feb. 2016 - April 2016

- Utilized Unity3d’s UI system designing modern flat buttons, scroll bars, and background sprites in Sketch. Implemented video and audio settings with **JSON serialization** and pause functionality with modularity to meet demands of varying games.
- Provided support that helped earn me over **10,000 users** and a 5 star rating.

- uDocumentGen (uDocuGen2)

May 2019 - July 2019

- A **fast, modern**, and **easy to use** documentation generator released on the Unity Assetstore.
- Utilized **C# backend** to intelligently scrape complex project code/documentation into a JSON file.
- Utilized **React.js**, styled components, and various components/libraries to create a responsive front end.

- Datafest UofT 2020

June 2020

- Cleaned, wrangled, joined economic and price data of food data for **exploratory data analysis**.
- Performed exploratory data analysis on large data set to find interesting trends to tell a story of changing food habits due to COVID-19.
- Calculated various **descriptive analytics**, and incorporated them into a well designed **Tableau Dashboard**.

Skills

Languages — **Java, Python, C#, R, C, JavaScript, CSS/CSS3, JSX, ES6, JQuery**Tools/Frameworks — **Figma, Sketch, Adobe CC, React.js, Scipy, Keras, Sklearn, Tidiverse, .NET, Git, Bootstrap**Principles — **Responsive UI, UX design, OOP, Descriptive/Inferential Statistics, ML theory, Agile Development**

Leadership

- Needham High School

September 2014 - June 2018

Graphic Design Club - Founder, President

September 2016 - June 2018

Founded the club with a fellow student. The club started out with 2 people and grew to 10 people. The club created a logo for the UMASS Pediatric Intensive Care Unit and was selected to create the new Needham Public Schools logo, which was put in use starting 2017. The club also created designs for school clubs/events such our high school's TED Talks event.

Speech and Debate - Team Captain, Debate Captain, Treasurer

September 2014 - June 2018

Fulfilled increasing responsibilities of the Needham High Debate Team. As debate captain, fulfilled my role by creating educational presentations, holding ~1.5 hour long practices, editing cases, and providing personalized help. Eleven first year debaters qualified for the State Championship Tournament during my tenure out of fifteen. Became the team captain in my senior year.