

Education

- University of Toronto (UofT)

September 2018 - June 2023

- Honours Bachelor of Science, double major in Computer Science/Statistics
- 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

- Advanced Micro Devices (AMD) | Toronto (Markham), ON • PEY Intern May 2021 - May 2022

- Current PEY intern - Stream Compute Driver Intern for Machine Learning/HPC
- Language Runtime Team of Machine Learning SW Engineering Unit

- 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.

Selected Projects

- Equator Music (YouTube Music Player) June 2017 - Oct. 2017

- Leveraged Visual Studio Team Services for creating an agile workflow.
- Created the UI following my concept design, using various custom effects implemented in .NET's **C# API**. 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.

- Worker compensation Kaggle February 2021

- Participated in a workers claims Kaggle competition, placing **31/140**. But treated this as a learning experience.
- Created a flexible workflow for rapidly tuning hyperparameters and tweaking model ensembles
- Implemented various tree-based algorithms, autoencoders, and learned about/incorporated tips about textual data from a fellow competitor.

- 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 2021 May 2021

- Analysed 2019 drug use/misuse data in the United States, and won **“Best Visualization”, one of the two prizes.**
- Used logistic models to analyse the probabilities of drug misuse across drug categories with respect to income “level”. Further analysed which types of drug survey questions were more clearly associated with drug misuse.
- Created well formatted slide deck and formal writeup.

Skills

Languages — **Java, C#, Python, PostgreSQL, R, Stan, C, JavaScript, CSS/CSS3, JSX, ES6, JQuery**Tools/Frameworks — **Figma, Sketch, Adobe CC, React.js, Scipy, Keras, Sklearn, Tidiverse, .NET, Git, Bootstrap cmdstanr, rstanarm, lme4**Principles — **Responsive UI, UX design, OOP, Descriptive/Inferential Statistics, ML theory, Agile Development**