

Education

- University of Toronto (UofT)

- Honours Bachelor of Science Computer Science
- Admitted as UofT Scholar

September 2018 - Present

Expected 2022

Experience

- Watchtower Robotics

Boston, MA • CS R&D Intern • wtrco.com

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 also cut down data analysis time by half.
- Developed procedure involving video stitching and tag detection for aerial valve marking.
- Created various visualization tools/grahpics, flowcharts, and a software guide for investors, the patent, and my work.

Projects

- Unity Pause Menu (Open Source Pause Menu)

Feb. 2016 - April 2016

- Utilized the 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 6000 users and a 5 star rating.

- Equator Music (YouTube Music Player)

June 2017 - October 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 implemented Google's RESTful API.
- Developed a responsive product website and a innovate advertising strategy a \$0 budget, which garnered over a thousand users.

- uDocuGen (Unity Documentation Generator)

September 2018

- Created as a project during Hack The North 2018 with a partner.
- Utilized HTML5, CSS3, JQuery, and Bootstrap for the front end page template, and C# on the backend for parsing client project code. The project used a custom algorithm to intelligently process long C# files.

- uDocumentGen (uDocuGen2)

May 2019 - July 2019

- Same concept as uDocuGen, but rebuilt from ground up to be fast, modern, and easy to use.
- Utilized C# backend to serialize client project code documentation into a JSON file.
- Utilized React.js, styled components, and various components/libraries to create a responsive UI.

Skills

Languages

Java	Python	C#
JavaScript	CSS	R
JSX	ES6	JQuery

Tools/Frameworks

Figma	React.js	Sketch	Adobe CC	Numpy
Unity3d	Git	Visual Studio	Bootstrap	Matplotlib
.NET	dplyr	ggplot2	Azure DevOps	Sklearn

Principles

Responsive UI	UI/UX Design	OOP
Descriptive/Inferential Statistics		
Supervised Learning		Agile Dev

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.