

## 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...). Also created a visualization tool for unsupervised learning results.
- Developed procedure involving video stitching and tag detection for aerial valve marking.
- Created various graphics, flowcharts, and a software guide for investors, the patent, and my work at Watchtower.

## 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 an advertising strategy involving Twitter, Reddit, and audiophile forums/beta testing websites, and a responsive product website using HTML5, CSS3, and Bootstrap.
- Gained 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.

### - 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 Keras

### Principles

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