

Education

- University of Toronto (UofT)

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

September 2018 - Present

Expected 2022

Experience

- Watchtower Robotics

May 2019 - August 2019

- Envisioned and developed procedure using Affinity Propagation and KMeans with supervised learning to better detect pipe cracks.
- Developed procedure involving video stitching and tag detection for aerial valve marking.
- Organized, conferred, and presented “pilot studies” into novelly hypothesized methods for better pipe crack detection and valve marking detection.

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 - Ongoing

- Same concept as uDocugen, but rebuilt from ground up.
- Utilized C# backend to serialize client project code into JSON format.
- Utilized React.js, Stylized Components, Grommet v2, CSS3 as front end to display data in responsive UI.

Skills

Languages

Java	Python	C#
JavaScript	CSS	R
JSX	ES7	JQuery

Tools/Frameworks

Figma	Illustrator	Sketch	Photoshop	Numpy
Unity3d	Git	Visual Studio	Bootstrap	Keras
.NET	dplyr	ggplot2	Azure DevOps	Sklearn

Principles

Responsive UI	UI Design
UX Design	OOP
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.