

Lloyd Musa

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Education

York University

BS Hons. Computer Science

Toronto, ON

Expected graduation date: September 2027

Relevant Courses: Advanced OOP, Algorithms and Data Structures I, Object Oriented Programming I and II.

Skills

Languages: C, C++, Python, JavaScript, Java, Bash

Technologies & Tools: HTML, CSS, React.js, Arduino, TinkerCAD, MySQL, LaTeX

Experience

CS/Csec Delegate

May 2024 - Present

Lassonde School of Engineering

Toronto, Ontario

- Represented computer science students within the Lassonde School of Engineering, acting as a liaison between the student body and the Lassonde Student Congress to ensure their concerns were addressed in decision-making processes.
- Advocated for academic resources, professional development opportunities, and student engagement initiatives while collaborating with council members to enhance the overall student experience.

Director of Finance & First-Year Representative

October 2023 - Present

Bethune College

Toronto, ON

- Managed a \$400,000+ budget, ensuring financial compliance and effective allocation.
- Spearheaded strategic financial planning to support student programs and initiatives.
- Advocated for first-year students, implementing initiatives to enhance student engagement.

Sumobot Member

Feb 2024 - Present

York University Robotics Society

Toronto, ON

- Designed and developed sumo-style combat robots, leveraging Arduino & TinkerCAD.
- Implemented sensor integration and autonomous movement algorithms for optimized performance.
- Conducted iterative prototyping to improve mechanical stability and AI-driven control.

Projects

Cautious Cuisine

HTML, CSS, JavaScript, AI Integration

- Engineered an AI-powered filtering system that categorizes food items based on multiple dietary constraints such as vegetarian, gluten-free, dairy-free, and nut-free options.
- Incorporated machine learning techniques to improve recommendations and accessibility features, ensuring that dietary suggestions evolve with user interactions.
- Optimized website performance with asynchronous JavaScript (AJAX) requests to dynamically update user-selected dietary preferences.

Food Bridge

HTML, CSS, JavaScript, AI Integration

- Designed an automated AI-powered food matching system that pairs food donors with nearby shelters, food banks, and individuals based on location, demand, and expiry dates.
- Utilized real-time data tracking and predictive analytics to forecast food shortages and surpluses, ensuring an optimized donation system.
- Developed an intuitive user interface with interactive dashboards that allow users to track donations, pickup schedules, and impact reports.

Rock, Paper, Scissors AI

HTML, CSS, JavaScript, AI Integration

- Developed an adaptive AI opponent that learns player behavior patterns and adjusts difficulty accordingly.
- Designed a real-time statistics tracker to analyze win/loss ratios and player tendencies, displaying results visually.

BulletBot

Arduino

- A robust and agile robot using Arduino, implementing precise motor control and sensor-driven navigation for the York University Robotics Society's Roborama Competition, achieving 2nd place.