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Education

- **University of Toronto** Toronto, ON
Honours Bachelors of Science - Computer Science *Sep. 2017 - Present*
 - cGPA: 3.8
 - Dean's List Scholar

Technical Projects

- **Aries**
 - Messaging platform that utilizes a toxicity classifier that identifies and tags user messages that are deemed toxic.
 - *Technologies Involved:* JavaScript, React, MySQL, HTML, Docker, MongoDB
- **Memory Matrix**
 - Memory game played through a DE1/DE2 board in which players must memorize and then correctly guess which leds were lit within a number of chosen guesses.
 - *Technologies Involved:* Verilog
- **My Community**
 - Bulletin board messaging hack from UofT Hacks 2018 that allows users to send and receive messages through their Google Homes or their Android devices.
 - *Technologies Involved:* Java, Actions on Google
- **Game Centre**
 - Android app consisting of three games, Sliding Tiles, Memory Matrix and Treasure Hunt, with a fully functional login system that allows users to view the all time scores and their own personal scores.
 - *Technologies Involved:* Java

Relevant Coursework

- **University of Toronto**
 - Introduction to Computer Programming; Introduction to Computer Science; Introduction to the Theory of Computation; Calculus I; Linear Algebra I; Probability and Statistics I; Software Design; Software Tools and Systems Programming; Computer Organization; Data Structures and Analysis; Calculus II
- **Coursera**
 - Machine Learning by Stanford University. Certificate Earned On June 22, 2018

Skills

Languages: Python; Java; JavaScript; Verilog; C; MATLAB

Technologies: Android Studio; Visual Studio Code; Pycharm; IntelliJ Idea; React