

## 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