

Anthony Tan

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<https://mrmondrian.github.io/portfolio/>

EDUCATION

Honours Bachelor of Science, Computer Science (3.94/4.0 GPA) **Sept. 2021 – May 2024 (anticipated)**
McGill University, Montreal, QC.

- Relevant courses: Applied Machine Learning, Computer Networks, Robotics, Graphics

Honours Bachelor of Science, Computer Science (4.45/4.50 GPA) **Sept. 2019 – May 2021 (transferred)**
University of Manitoba, Winnipeg, MB

EXPERIENCE

Team Lead | McGill University Robotics Team **Sept. 2022 – Present**

- Wrote software for an autonomous underwater vehicle (AUV) for control systems, navigation, state estimation, computer vision, mission planning, mapping, and simulation.
- Created extensive documentation and an automatic integration testing pipeline.
- Dockerized the project and deployed containers to remote servers for robotics simulations.
- Taught robotics skills to new members and organized tasks in accordance with Agile.

Software Development Intern | Transport Canada **Sept. 2023 – Dec. 2023**

- Implemented an alert system on multiple .NET applications.

Software Developer | Digital Distributed Music Archives Lab **May 2023 – August 2023**

- Developed software for automatic music recognition with Tensorflow/OpenCV.

Code Sensei | Code Ninjas Winnipeg **May 2022 – Aug. 2022**

- Taught coding skills to children ages 8-13

Intern | University of Manitoba Bioinformatics Lab **May 2020 – Aug. 2020, May 2021 – Aug. 2021**

- Developed a citizen science game in Unity, made web interface for experiment data.
- Created a pipeline for automatic fetching and parsing of genomic data.
- Co-authored 2 papers, one of which was presented at the International Conference on the Foundations of Digital Games. Won "Best Paper Award"

PROJECTS

PoseCopy, a vision-based control interface for a Kinova Arm **Jan. 2023 – May 2023**

Portfolio Website, a portfolio website made using React **July 2022 – Aug. 2022**

GeSort, A citizen science game for bioinformatics **May 2020 – Aug 2020, May 2021 – Aug. 2021**

SKILLS

Machine learning: Python/ScikitLearn/PyTorch/Tensorflow, **Robotics**: Arduino, ROS, Python, C++,
Devops: Docker, GitHub actions, Agile, **Web development**: React/Node/.NET, **Game development**: Unity.

PUBLICATIONS

De Leon Pereira, R., Tan, A., Bunt, A., Tremblay-Savard, O. (2021) | Chua, M., Tan, A., Tremblay-Savard, O (2021)