EDUCATION

University of Waterloo

Waterloo, ON

Software Engineering + AI Specialization, Honours, Co-op; GPA: 3.97/4.00

SKILLS

Languages: Python, C/C++, Java, Ruby, JavaScript, TypeScript, TailwindCSS, SQL

Technologies: Next.js, React.js, PyTorch, Docker, Rails, Flask, OpenCV, TensorFlow, Kubernetes, Pandas

EXPERIENCE

Shopify Ottawa, ON

Software Engineering Intern

May 2025 - Present

- Built internal hiring and placement infrastructure for the Shopify Talent team using **Ruby on Rails**, deploying features across multi-user platform backed by a **MySQL** database.
- Designed and implemented several AI-focused features, including a Model Context Protocol (MCP) to enhance data retrieval and processing efficiency, resulting in a 30% reduction in data processing time.
- Engineered a **semantic search** for internal Talent discussions, leveraging cosine similarity on vectorized natural language through OpenAI integration, improving retrieval relevance across 1,000+ entries.

Ericsson Kanata, ON

Software Engineering Intern

Jul. 2024 - Aug. 2024

- Improved data retention and analytics by developing a full-stack Grafana Dashboard report generation tool for the CloudRAN team, achieving a 96% accuracy rate.
- Engineered the frontend using Angular and **Axios** for HTTP requests and authentication, while designing a **Flask-based backend** within a **Docker** container on an Ericsson Kubernetes supercluster.
- Led the software architecture design, ensuring production readiness for 3,500+ Ericsson developers.

Ottawa Hospital Research Institute

Ottawa, ON

Data Science Intern

Jul. 2023 - Oct. 2023

- Created analytics systems for datasets of 2,500+ patients across 50+ dimensions with **Python** and **Pandas**, revealing trends, patterns, and outliers for data-driven decision-making.
- Built reusable data pipelines, reducing analysis time by 5+ min. per patient in preprocessing.
- Implemented the Kidney Failure Risk Equation (KFRE), generating risk reports and patient assessments in the prevention of Chronic Kidney Disease (CKD) and a dataset basis for future AI research initiatives.

Projects

☑ Bigram Neural Network | PyTorch, Python, Jupyter | July. 2025

- Implemented a **bigram language model** through a **PyTorch** neural network from scratch, achieving 85% accuracy in next-word prediction on custom text datasets.
- Designed and trained a multi-layer perceptron (MLP) architecture, implementing embedding layers, tanh activation, and softmax output with cross-entropy loss optimization.
- ☑ LooGuessr (Winner at Hack the North '24) | MappedIn SDK, Next.js, MongoDB | Sept. 2024
 - Developed a full-stack social media application built to familiarize UWaterloo freshmen with their campus and surrounding areas by using a campus-wide hide & seek map.
 - Won 3rd place and CAD\$300 in the Hack the North API category out of 1000+ participants.
- ☑ UberBike (Uber Global Hackathon) | Python, NumPy, Pandas, pyFolium | Sept. 2023 Oct. 2023
 - Developed a quantitative model to assess the feasibility of introducing electric bicycles in Uber markets.
 - Earned international recognition as a North American Qualifier among 2,500+ competitors.
- ☑ Rocket Lander Web Game | Godot Game Engine, Python, GDScript, C# | Jul. 2023 Aug. 2023
 - Designed and developed a **published browser game** as an exercise in game development and shipping.
 - Utilized the **Godot Game Engine** and Python-based scripting for game mechanics and logic implementation, leading to **125**+ plays.