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EXPERIENCE

Lyft Level 5 | Software Engineer Intern - Autonomous Driving C++, Python, TensorFlow, OpenCV | Palo Alto, CA | Jan - Apr 2020

• Training state of the art deep learning models for object detection within the Perception team for Level 5 self-driving cars

Facebook Al Research | Software Engineer Intern

C++, Python, OpenCV, PyTorch | Menlo Park, CA | May - Aug 2019

- Worked within the Applied Research Computer Vision team to create a face detection and tracking pipeline running on all Facebook videos in real-time
- Benchmarked precision and recall of various detection models (Mask R-CNN, DFSD, Viola-Jones) and tracking algorithms on a 600k SOA video dataset
- Collaborated with leading researchers (Ross Girschick and Yufei Wang) to anonymize faces in the video dataset using detection and tracking results

Microsoft Corporation | Software Engineer Intern

C#, Redis, Kusto, Azure | Redmond, WA | Aug - Dec 2018

- Architected Ownership Enforcer (OE) service within the Azure Infrastructure team to enforce PR code reviews for compliance and security assurance
- Improved performance of OE service by designing multi-layered Redis Cache pipelines from the ground up, reducing VSTS API calls by 150%

Microsoft Corporation | Software Engineer Intern C#, C++, Unity, XAML, HoloLens | Vancouver, BC | Jan - Apr 2018

- Worked on 3D Viewer team to create a cross-platform Windows/HoloLens app for viewing 3D files used by 3 million+ monthly users
- Integrated 3D asset conversion/optimization pipeline into the app to support all 3D file formats, decreasing asset transcoding time by 70%

Watonomous | Path Planning Engineer - Autonomous Driving C++, ROS, RViz, CMake | Waterloo, ON | Sep 2017 - Apr

- Collaborating on a student-led design team to transform a Chevrolet Bolt EV into a Level 4 autonomous vehicle for the SAE AutoDrive Challenge
- Visualized car's trajectory with waypoints from dynamic window A* algorithm

Unicell Body Company | Full-Stack Developer Java, PHP, MySQL, React Native | Toronto, ON | May - Aug 2017

• Iterated on internal quoting tools, utilized by 1000+ employees, to increase usability and allow for better visualization of company performance

PROJECTS

Flappy Goose | Game in an Embedded RTOS Environment C, Keil RTX RTOS, LPC1768 Microcontroller

Recreated Flappy Bird game using a Keil MCB1700 board in a real-time OS

Study Space | PennApps XVI (Google Prize Winner) Android Things, Java, Firebase

 Created IoT device and companion app to display real-time occupancy of specific locations on campus using 'Android Nearby' communication platform

EDUCATION

University of Waterloo

2016 - 2021

BASc in Honours Mechatronics **Engineering Co-op** Option in Artificial Intelligence

Charles III University of Madrid

Study Abroad Semester

Relevant Courses

- CS231n Convolutional Neural Networks (Stanford)
- Machine Learning (Coursera)
- · Real Time Operating Systems
- · Data Structures and Algorithms

SKILLS

Languages

 Python • C++

• C#

• C

Java

PHP SQL

Technologies/Frameworks

OpenCV

ROS

Pandas

NumPy

PyTorch

TensorFlow

JavaScript

Tools

Git

IPython

Redis

Linux

Hadoop

Azure

ACCOMPLISHMENTS

- President's Scholarship of Distinction
 - Google Prize @ PennApps XVI
 - 3rd Place @ IEEE Hardware Hackathon

HOBBIES/INTERESTS

Varsity

Hiking

Ultimate

Speedcubing

Road Biking

Robotics