# Kazi Takia Talha

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## **EDUCATION**

### University of Toronto Mississauga

2022 - 2027

Honors in Bachelor's of Science (H.Bsc.), Computer Science & Mathematics + (PEY Co-op)

**Relevant courses:** Introduction to Computer Science(Python), Software Design(Java), Computer Organization(RISC-V), Introduction to Machine Learning, Data Structures & Algorithms, Neural Networks and Deep Learning, Operating systems

## **TECHNICAL SKILLS**

- Programming: C++, C, Python, Java, RISC-V Assembly, HTML, CSS, JavaScript,
- Frameworks & Others: JavaFX, Sklearn , PyTorch, Git, Github, GitLab, Notion, Microsoft, Bash Scripting, React, Next

## **EXPERIENCE**

#### Software Developer, The Hospital for Sick Children

Jan 2024 - Present

- Developing an algorithm an algorithm on the website that can process daily sensor data from the participants to automatically determine hours of wear
- Building on the existing website by adding advanced data analysis features, allowing researchers to efficiently track and monitor participant data,

#### ML Developer, The Human Feedback Foundation (The Linux Foundation)

Jan 2024 - Present

- Developing a Personal AI Tutor that guides a student and surface the next best possible course of action/module/material that the student should know to learn ML/AI concepts
- Currently working on developing on a Graph RAG model that will collaborate with a DAG structured database to provide content to the chatbot.
- Devising a chatbot by finetuning a pre-existing LLM and creating the surface for the chatbot using React/Next.js

#### **Teaching Assistant, University of Toronto**

Sep 2024 - Present

- Holding weekly office hours and tutoring sessions to help students understand complex topics
- Grading assignments, exams and ensuring timely feedback and accurate assessment
- Assisting the professor in developing course materials, quizzes, and tutorial exercises, improving student engagement

#### ML Developer, U of T Machine Intelligence Student Team

Sep 2023 - Aug 2024

- Implemented One-vs-Rest and Binary Relevance SVM and ensembled them with Naive Bayes to solve a Hierarchical Multi-Label Classification problem
- Collected and preprocessed raw data to feed into the models by performing tasks such as cleaning, normalizing, and feature engineering
- Collaborated using GIT & Notion, learning effective design & communication skills for large-scale ML development projects

### Website Manager, UTM MSA

Sep 2023 - Apr 2024

- Managed the website of the MSA using HTML, CSS, and JavaScript
- Collaborated with the executive team to ensure the website was up to date with the latest events and information

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## **PROJECTS**

NucleAlse <u>View Project</u>

- Developed a baseline model to identify dataset issues and benchmark performance against ensemble models, achieving an accuracy of 73%
- Designed a hierarchical SVM combined with Naive Bayes in order to include to the protein hierarchy while predicting protein functions

#### Math-BERT-T5 Hybrid Model for Mathematical Reasoning

**View Project** 

- Developed an encoder with 6 blocks, inspired by T5 architecture, to address challenges in mathematical reasoning tasks.
- Analyzed 10+ research papers to convert mathematical word problems into tokens, aligning with deep learning best practices, and achieved a 20% reduction in training complexity.

Secure City <u>View Project</u>

- Created a front-end interface using JavaScript(React), CSS, and HTML to address urban crime challenges
- Incorporated Google Maps API to provide real-time alerts for criminal activities
- Extracted and visualized crime data from police websites using web scraping techniques to enhance user situational awareness.

Adventure Game

View Project

- Designed an interactive text-based game using JavaFX, inspired by the Colossal Cave Adventure and incorporated design patterns for better modularity and scalability.
- Collaborated in a team of 4 to implement accessibility features, leveraging scrum/agile methodologies to reduce development time by 30%.

### Mission: Extreme - iGraphics Project

**View Project** 

• Developed a game using OpenGL library in C and C++, integrating modern iGraphics engine techniques.

## **AWARDS & ACCOMPLISHMENTS**

#### **Dean's Merit Award**

Scholarship in recognition of achieving over 95% as well as extracurricular participation

**UofT International Scholar Award - \$100,000** 

Scholarship in recognition of international students who demonstrate superior academic achievement