

OBJECTIVE

Dedicated and motivated computer science student with innovative mindset seeking to apply 3+ years of software development passion and experience in the field of software engineering, research and innovation.

EDUCATION

- University of Toronto St.George Campus

2016 - present

- Enrolled in Computer Science Specialist Program - Undergraduate
- SGPA: 4.0, CGPA: 3.94
- Fast-Tracking - Earlier Expected Graduation Date: April 2019
- Key Courses:
 - CSC209: *Software Tools and System Programming* Final mark: 95
 - CSC240: *Enriched Introduction to the Theory of Computation* Final mark: 98
 - CSC207: *Software Design* Final mark: 91

SKILLS AND QUALIFICATIONS

- Proficiency in [C#](#), [Python](#), [C/C++](#), [Java](#), [ActionScript 3.0](#), [Haxe](#), [QML](#), [Arduino/Processing](#).
- Knowledge in [LaTeX](#), [JavaScript](#), [HTML](#), [CSS](#), [PHP](#), [OpenGL](#), [OpenCV](#), [VimScript](#).
- Editors / IDE: [Vim](#), [Sublime Text](#), [Eclipse](#), [Qt Creator](#), [PyCharm](#)
- Version Control: [Git](#)
- Software Proficiency: [Photoshop](#), [Flash Professional](#), [Unity3D](#), [Cryengine](#), [Microsoft Office](#)

WORK RELATED EXPERIENCES

- ([Link](#)) **TensorBuilder** 2017
 - GUI editor for TensorFlow™. (Created during Hack the North 2017)
 - Responsibilities: front end development, compiler, Language: [C++](#), [QML](#)
- ([Link](#)) **Life++** 2016 - present
 - Rigorous time-management solution with automatic schedule optimization
 - Role: sole designer + developer; Language: [C++](#), [QML](#)
- ([Link](#)) **Cellular** 2015 - present
 - Procedural 2D action/adventure/strategy game
 - 1st place in Game-Making Deathmatch 2017
 - Role: sole designer + developer; Language: [Haxe](#), [C#](#)
- ([Link](#)) **Deadlock** 2017
 - Educational game about programming, for research project with Steve Engels
 - Featured on UofT News ([Link](#))
 - Role: back-end developer, designer; Language: [C#](#)
- ([Link](#)) **Block Buster** 2015
 - Fast-paced side-scrolling arcade game:
 - 400 plays in 1 month on school arcade machine
 - Role: sole designer + developer; Language: [ActionScript 3.0](#)

- ([Link](#)) HackSandbox.com 2017
 - Website for easy game creation, forking and sharing. (Created during UofT Hacks IV)
 - Role: game engine developer, sample game creator, Language: **Java**
- ([Link](#)) Up from the Ground 2013 - 2015
 - 2D action/adventure space shooter game: passed Steam Greenlight
 - Role: sole developer; Language: **ActionScript 3.0**

| AWARDS AND COMPETITIONS

- 2nd Best Accuracy - (National) Unmanned Systems Canada Competition 2017
 - Contribution: a geo-locator tool developed on-the-spot
- 1rd Overall + Best Technical Achievement - Game-Making Deathmatch 2017
 - Project: Cellular
 - Judges recommended commercial release
- 3rd Place - UTRA Sumo Robot Competition 2017
- ([Link](#)) Silver Medalist - (National) Canadian Computing Olympiad 2016
- 1st Place in Silver Division - Don Mills C.I. Programming Gala 2016
- ([Link](#)) 3rd Place, Journal Published - STEM Fellowship Big Data Challenge 2016
 - Project: Relevance of Emergency Requests and Emergency Station Placement
 - Role: team leader, programmer; Language: Python
- School Champion - Canadian Open Mathematics Challenge 2015 - 2016
- Gold Medalist - Toronto Science Fair 2015
 - Project: Ultrasonic Mapping System
 - Role: designer, programmer; Language: Java(Processing), C++(Arduino)
- School Champion - Canadian Computing Competition Senior Division 2015

| CLUBS AND CONTRIBUTIONS

- Clubs

- University of Toronto Aerospace Team (UTAT): Aerial Robotics division 2016 - present
 - Member 2016 - 2017
 - Vision Subdivision Lead 2017 - present
- University of Toronto Game Design and Development Club (GDGC) 2016 - present
 - Member 2016 - 2017
 - Co-President 2017 - present
- Member of the University of Toronto Robotics Association 2016 - present
- Founder and instructor of the York Mills C.I. Game Dev Club 2015 - 2016
- Lead instructor of the York Mills C.I. Programming Club 2014 - 2016

- Contributions

- Numerous contributions to several open source projects 2014 - 2015
 - Projects: OpenFL, Starling
- Summer Camp Assistant Councilor at Art Gallery of Ontario 2015
- Volunteer at YMCA 2014 - 2015