Vaskar Nath

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Education

University of Toronto
Toronto, ON

HONOURS BACHELOR OF SCIENCE IN COMPUTER SCIENCE, MATHEMATICS, AND STATISTICS. GPA: 4.0/4.0. AVERAGE: 93.0%
2018 - 2022

- University of Toronto Scholar Entrance Scholarship – Awarded to top 5% of UofT students upon admission — $7,500
- Trinity College Kao Family Scholarship – One of 90 scholarships awarded to Trinity students upon admission — $2,000
- In Course Academic Scholarship for High Academic Achievement — $500

Western Canada High School
Calgary, AB

ALBERTA HIGH SCHOOL AND INTERACTIONAL BACCALAUREATE DIPLOMA. GPA: 4.0/4.0. AVERAGE: 96.3% 43/45 IB
2015 - 2018

- Honor Society Lifetime Member, 3x Honors with Distinction
- 3x Alexander Rutherford Scholarship - $2500

Experience

Intel Corporation
San Jose, CA

SOFTWARE ENGINEER INTERN
May 2020 - PRESENT

- Software Engineer with the Tools and Methodologies Team.

Alberta Health Services
Calgary, AB

COMPUTATIONAL AND STATISTICAL GENOMICS RESEARCHER
May 2019 - Sep. 2019

- Alberta Children Hospital Research Award – $6,000.
- Modified former statistical and probabilistic models to incorporate various natural phenomena.
- Utilized a computing cluster to run analysis and gather results via Python scripts.
- Derived and implemented four probabilistic Markov Chain models in Python and C++.

University of Calgary
Calgary, AB

APPLIED MATHEMATICS RESEARCHER
Jun. 2017 - Sep. 2017

- With weekly guidance from the leading professor, I solved the Diagonal and Werner-State case of a quantum optimization problem.
- Self-learned advanced linear algebra, calculus, and analysis topics.

Kumon Canada Inc.
Calgary, AB

TEACHING ASSISTANT
Mar. 2017 - Aug. 2018

- Instituted mentoring program, increasing student development and enthusiasm for learning.
- Taught skills in math, reading, and writing via individual and group instruction.

Skills

Languages/Technologies Python, Java, C/C++, JavaScript, HTML, CSS, Verilog, Git, Linux

Coursework Analysis I & II, Machine Learning, Enriched Data Structures, Linear Algebra, Probability and Statistics I & II
Object Oriented Programming, Software Design, Computer Hardware, Economics, Physics, Organic Chemistry

Projects

Multi-game Android App (`https://github.com/VaskarNath/first-android-app.git`)

- Developed a large-scale android app with a group of 5, adhering to various object-oriented design and coding principles.

Enhanced Snake in Hardware (`https://github.com/VaskarNath/snake-hardware.git`)

- Created 4-player snake with a randomly generated fruit, randomly moving fruit, and keyboard input functionality with FPGA.

Web Developement Project (`vaskarnath.github.io/personal-website/#profile`)

- Created personal website from scratch using HTML, CSS, and JavaScript (In progress).