Personal Portfolio Website (May 2024 – September 2024)

- Created a responsive personal portfolio website to showcase achievements, experiences, and projects using HTML, CSS, and JavaScript.
- Implemented industry best practices to ensure accessibility and cross-device compatibility.
- Developed skills in front-end design, responsive layouts, and web development languages (HTML, CSS, and JavaScript).

Statistical Analysis Paper (April 2024 – June 2024)

- Collaborated within a team of 5 for a final project in my Methods of Data Analysis course, developing a multiple linear regression model to predict NBA player salaries based on game statistics.
- Final model achieved an R-squared value of 0.5628, explaining 56% of salary variation using selected performance metrics
- Developed skills in statistical modeling, data analysis, and R

BOLT- Geographic Information System (January 2024- April 2024)

- Collaborating with a team of two engineering students, we developed a graphical system akin to Google Maps for showcasing the locations of electric vehicle chargers.
- The project was crafted using C/C++ and the OpenStreetMap API, with Git handling version control.
- Implemented algorithms like Dijkstra and A* to streamline path finding, along with data structures such as Tries and sorted maps to efficiently manage our data.
- Developed skills in writing industry-grade, maintainable code, utilizing Git, and implementing advanced algorithms and data structures.

Faculty of Medicine - Student Interviewer (May 2023 – August 2023)

- Collaborated with two Human Biology professors to enhance the student learning experience.
- Duties included interviewing students to gather feedback on departmental experiences, evaluating these interviews to identify opportunities for improvement, and presenting these findings to the professors in a professional setting.
- Developed skills in communication, record keeping, and public speaking.
- Performed data analysis to determine common trends between student response

Image Colorizer (June 2023-August 2023):

- Collaborated within a team of 4 for a project in my Applied Fundamentals of Deep Learning course, creating an AI model to add color to grayscale images, aiding in the restoration of historical images.
- Leveraged a Generative Adversarial Network (GAN) architecture, achieving a network accuracy of 94% and a discriminator accuracy of 86%.

- Developed skills in machine learning/AI development, utilizing PyTorch/TensorFlow, and NumPy/Pandas.

Chestnut refurbishment project (Jan 2023- May 2023):

- Redesigned and modernized a social study space within a student residence for a client assigned by the teaching team.
- Worked closely as team leader with a team of 5 other members to utilize professional engineering design tools such as project requirements documents, Final Presentation, etc.
- Developed strong skills in project management, client communication, engineering design, as well as team work and leadership.

Badminton Team (April 2023)

- Was a member of the intramural badminton team at UofT.
- Developed skills in teamwork, communication, and sportsmanship.

Chess Club (May 2023)

- Participated recreationally in a chess club at the University of Toronto.
- Developed skills in strategic thinking, planning, and analysis.

UTRA Hacks (March 2023) placed 3rd

- Worked in a team of four members to create an autonomous robot that was put through a series of tests.
- Placed 3rd in the overall competition.
- Developed skills in robotics, programming, and problem-solving.

MakeUOFT (February 2023)

- Participated in one of the largest hackathons in North America with a team of four other members.
- Created a small robot that would display the lyrics to a song of your choosing while changing colour to the tune.
- Blended software and hardware development skills.

Game Development Club (December 2022)

- Created a snake game and integrated it with the pong game I developed in high school to create a GUI where users could choose between the two games.
- Developed skills in game development, software engineering, and user interface design.

Sydney Smith Reconstruction (December 2022)

- Reconstructed the entrance to a building on campus as part of a team project.
- Utilized engineering design principles such as scoping and measures of success.
- Developed skills in project management, teamwork, and engineering design.

CTF Hackathon (November 2022)

- Collaborated with other students to solve a series of encryption/decryption problems presented by the event organizers.
- Developed skills in problem-solving, critical thinking, and cryptography.

Miro Bot Coding Project (October 2022)

- Worked with a team of two other students to code the reactions for a robot the engineering library had purchased.
- Developed skills in coding, programming, and robotics.

Customer Service Representative (June 2022 – September 2022)

- Worked as a customer service representative for FoodBasics to ensure satisfactory customer experience.
- Duties included handled transactions such as purchases, returns, exchanges, etc. in a manner that maintained company brand and ensured future business.
- Developed skills in customer service, oral communication, and multi-tasking.

MP Youth Council (March 2020 - September 2022)

- Worked with Filomena Tassi, the MP of our local area, to represent the voice of the youth in government issues.
- Proposed policies that I thought would benefit the community.
- Developed skills in public speaking, advocacy, and policy-making.

Graduation Planning Committee (June 2022)

- Participated in the graduation planning committee at my high school.
- Duties included utilizing graphic design skills to create a logo for graduation gifts, contacting suppliers to organize shipment of merchandise in time for graduation, and distributing items to graduating students.
- Developed skills in project management, event coordination, and graphic design.

McMaster Co-op (November 2020 - February 2021)

- Worked under Professor Jan Huizinga at McMaster University to collect, analyze, and present data on the autonomic nervous system.
- Recorded data using heart rate app on phone and kept records using excel
- Utilized software such as MATLAB and Word to perform data analysis and present findings in a mock research paper.
- Developed skills in data analysis, research, and technical writing.

Introduction to Computer Science – Final Project (June 2022)

- Created a game of pong with an AI model for the user to play against using Python.
- Developed skills in game development, AI programming, and software engineering.

Student Leader (January 2022)

- Worked alongside a team of other senior students to organize and run a series of games and activities to welcome the younger students to the school.
- Duties included ensuring a safe and fun space for users, maintaining an upbeat attitude, and organizing groups of 30-40 students to perform in the games.
- Developed skills in leadership, controlling large groups, and conflict resolution

Robot Arm (January 2022)

- Constructed and wired a robot arm made of wood, wires, and motors.
- Utilized an Arduino to control and move the arm.
- Developed skills in robotics, creative thinking, and robotics programming.

Autocad house design/3D printing (June 2020)

- Utilized 3D modeling software, Autocad, to create a 3D rendition of a house and then 3D printed a small keychain.
- Developed skills in 3D modeling, design, and manufacturing.

Food4Kids (October 2019 – May 2020)

- Volunteered for a local charity in to provide meals for kids.
- Responsibilities included unpacking food items, tracking number of items distributed, and proper disposal of waste.
- Developed skills in teamwork, organization, and working efficiently in a fast paced environment.