

## EDUCATION





### University of Toronto

HBSc. Computer Science Co-op, Software Engineering Specialist

GPA: 3.59

September 2016 - Present

## SKILLS

-  Python, Java, C++, HTML + CSS, LaTeX, JavaScript
-  Android development
  - ↳ Android Studio, layout design in XML
-  Production
  - ↳ Photoshop, Illustrator, After Effects, Cinema 4D, InDesign, Premiere Pro, Audition
-  Windows, Unix (MacOS)
-  Git, SVN, Eclipse, Visual Studio, Microsoft Office Suite, TeXMaker
-  Extensive knowledge of desktop computer hardware and components

## EXPERIENCE

### Sessional Lecturer, Designer

Computer Science Enrichment Club - Web Division

Speak to students about developing thoughtful user experiences with an emphasis on web development. Also tasked with producing promotional material for the club.

April 2017 - Present

### Freelance Graphic & Motion Designer

August 2013 - May 2015

- Attended various hackathon competitions including Scotiabank Hack-it, Hack the Valley (Best Designed Hack), Bully Hackathon (1st place), UofTHacks IV, and MHacks 8

## HIGHLIGHTED PROJECTS

### Oak (May 2017 - Present)

Front-End Developer, UofT Web Development Club

- Helping develop a tool for students to plan courses with reviews for courses and professors at UofT

### DogGo (January 2017)

Front-End Developer

- Created a chatbot using Microsoft Azure and Recast.ai that takes orders from the customer and gives small food vendors an interactive and intuitive web app to handle orders
- Winner of "Best Designed Hack" at Hack the Valley 2017

### SupplyMe (January 2017)

Front-End Developer

- A system for short-term lending and borrowing of school supplies for students
- Python + Flask back-end, SQLite database, HTML + CSS + Jinja2 + JS front-end

### Buddi (June 2016)

Lead Android Engineer

- Pet and owner matchmaking Android app for Toronto Animal Services designed to make adoption process easier and help potential pet owners find their perfect pals