Aditya Ajay

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EDUCATION

University of Waterloo

Waterloo, Canada

BASc. in Mechatronics Engineering — GPA: 3.50

Sep. 2023 - June 2028

Experience

Software Engineer

Jan 2025 – Present

Toyota Motor Manufacturing Canada

Waterloo, Canada

- Point 1
- Point 2
- Point 3
- Point 4

Artifical Intelligence Research Assistant

Jan 2025 – Present

University of Waterloo — Vision and Image Processing Lab

Waterloo. Canada

- Point 1
- Point 2
- Point 3

Machine Learning Engineer

Sep. 2018 – Present

Waterloo, Canada

Toyota Motor Manufacturing Canada

- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

Artificial Intelligence Research Assistant

May 2019 – July 2019

Southwestern University

Georgetown, TX

- Explored methods to generate video game dungeons based off of The Legend of Zelda
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- \bullet Presented virtually to the World Conference on Computational Intelligence

Projects

Gitlytics | Python, Flask, React, PostgreSQL, Docker

June 2020 – Present

- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- \bullet Used Celery and Redis for asynchronous tasks

Simple Paintball | Spigot API, Java, Maven, TravisCI, Git

May 2018 – May 2020

- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

TECHNICAL SKILLS

Languages: CSharp, Python, C++, SQL (Postgres), Javascript

Frameworks: .NET 8.0, PyTorch, TensorFlow, Angular

Developer Tools:

Libraries: pandas, NumPy, Matplotlib