

EDUCATION

• University of Guelph

Guelph, ON

Bachelor of Computing; Computer Science

Sept. 2018 - Apr. 2023

- **Relevant coursework:** User Interface Design, Intelligent Systems, Software Engineering, Software System Development and Integration, Database Systems and Concepts, System Analysis and Design in Applications, Web Design and Development, Software for Legacy Systems, Analysis and Design of Computer Algorithms, Object Oriented Programming, Data Structures, Discrete Structures in Computing.

WORK EXPERIENCE

• Overwatch Esports Coach

Online, Europe, and North America

With various Tier 2 and Tier 3 teams

Sept. 2019 - Sept. 2022. Nov. 2023 - Ongoing

- Engaged heavily in strategic and analytical thinking skills to judge and determine what the team needs to improve on.
- Responsible for leading a team and building a structured team environment.
- Spent time as a head coach as well as working in tandem with other coaches as an assistant coach.
- Taught concepts to players via various visual mediums such as VOD reviews, info graphics, web- based documents.
- Collected relevant match and practice data, organized it in a spreadsheet, then visualized it.
- Accommodated students with different learning styles.

• Gardener/Landscaper

Toronto, ON

Good2Grow

Every summer since 2017

- Carried out gardening activities aimed at enhancing visual appeal for a variety of clients.
- Collaborated within a compact team.
- Executed plant pruning across diverse species, branch trimming, and minor tree removal within precise planting procedures.
- Implemented weed control measures by applying ground fabric.
- Skillfully utilized various types of stone for path construction.

• Merchandiser

Guelph, ON

Shopper's Drugmart

Sept. 2018 - Apr. 2019

- Managed inventory levels in the backroom.
- Administrated incoming shipments.
- Re-stocked front store to adjust for high velocity items.
- Assisted customers.
- Worked with management to close the store for the night.

PROJECTS

• Automated Damage Calculator

Docker, Bun, Javascript, Typescript, Elysia, CSS, HTML

Web App for Pokemon damage calculation

Winter 2024

- Built a webapp to automate and help with the teambuilding process for competitive Pokemon players.
- Learned how to self host and deploy a fully containerized webapp from home using docker on my own server.
- Built the front-end from pure HTML, CSS and Javascript.
- Implemented server side rendering for results, returning HTML as POST response.
- Interfaced with the @smogon/calc API to make all the calculations based on user input.

• Pokepastefix

Javascript

Web Extension

Winter 2024

- Built an extension to fix the core functionality of the pokepast.es website. Images continue to be missing from their server, this utility patches that issue up.
- Learned how to manipulate the DOM via content scripts.
- Maintained software as new updates to the base game came out.
- Distributed the software to dozens of users via the Chrome and Firefox extension stores.

• MNIST Single Digit Image Recognition

Python, Numpy, Matplotlib

Simple neural network built from scratch.

Spring 2023

- Adjusted different hyperparameters (activation functions, layer size, layer number).
- Used matplotlib to create graphs, plotting accuracy and mean squared error for each epoch.

TECHNICAL SKILLS

- **Advanced:** Javascript, Typescript, Node.js, Bun, Docker, Python, C, Java, HTML, CSS, Linux, Git, CI/CD flow, Markdown, Kanban, Agile, Hardware Components
- **Familiar:** Cloud Services, SQL, MongoDB, PostgreSQL, Rust, Bash, XML, libxml2, Assembly, TKinter, Numpy, WSL2, Spreadsheet software (Excel/Sheets)