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FDUCATION

UNIVERSITY OF TORONTO

BACHELOR OF SCIENCE (HONS.)

COMPUTER SCIENCE MAJOR + STATISTICS MINOR
September 2019 - May 2023 | Toronto, ON
Major GPA: 4.0 / 4.33

EXPERIENCE

HONEYBEE HUB INC. | SOFTWARE ENGINEER

June 2020 - Present | REMOTE

- Technologies: JavaScript, TypeScript, Webpack, Node.js, G Suite APIs, Google Analytics, Google Tag Manager, Express.js, Google Cloud Platform
- Designed and built (self taught) a web widget with customizeable and responsive dimensions that would be embedded onto third party websites upon completion in August, displaying research studies fetched from back end servers based on either a series of filters or specific studies listed in the customizable embedding script
- Developed all features of widget including but not limited to an information **tracking pixel**, ability to share studies to social media, ability to participate in studies
- As a contractor, managed communication with the company, clarifying points of software design on deliverables, recommending best methods of development for front and back end of widget

ALPHABRODER | Information Technology Co-op

July 2018 - Aug 2018 | Richmond Hill, ON

- Technologies: CMD. PowerShell, and other internal tools for Windows OS
- Studied **server virtualization** with **Citrix** and **VMware** virtual servers and various **security strategies** from experienced IT professionals

PROJECTS

RESPONSIVE REACT WEBSITE: UTCG.CLUB/ | TEAM (LEAD)

- Built and designed **React components** for club website after learning React in **less than 2 weeks**.
- Taught the code base to teammates and lead front-end development as a result.

STATISTICAL ANALYSIS OF CRIME IN TORONTO NEIGHBOURHOODS | TEAM

- Determined **strength of correlation** between multiple variables and high crime rate in certain neighbourhoods by **calculating** linear association through linear regression
- Visualized and predicted distribution of crime in Toronto neighbourhoods using R programming language

GROUP SORTING OPTIMIZATION PROGRAM | INDIVIDUAL

• Created a **greedy algorithm** which sorts students into groups of 2 and above based on criteria such as relative distance, year level, relative GPA. etc.

SKILLS

LANGUAGES & FRAMEWORKS

Python • Java • JavaScript • TypeScript • Webpack • React.js • Node.js • R HTML/CSS • LATEX

TOOLS TECHNOLOGIES

Git • Google Analytics • Google Tag Manager • G Suite APIs • Android Studio • VMware • VSCode • Vim Google Cloud Platform (exposure)

OPERATING SYSTEMS

Linux • Windows • Mac OS

COURSEWORK

UNIVERSITY OF TORONTO

Data Structures & Algorithms (Fall 2020) Software Design (Fall 2020) Applications of Linear Programming (Fall 2020)

Operating Systems (Winter 2020)
Computer Organization (Winter 2020)
Discrete Math
Linear Algebra
Calculus
Introduction to Statistical Analysis

STANFORD (ONLINE):

Game Theory I Algorithms: Design & Analysis I

UDEMY:

Linux Mastery

LEADERSHIP &

EXTRACURRICULARS

EXECUTIVE MEMBER |

University of Toronto
Computer Graphics Club (UTCG)
Worked with company recruiters,
professors and students over different
time zones to organize job fairs,
workshops and other club activities.
Created a program for students to learn
about and develop Computer Graphics
projects for their resumes.