

# Alexander Turco

Research Student, BSc in Biology

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[LinkedIn](#)  
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## Education

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**McMaster University: Honours BSc in Biology, Research Specialization** Sep 2019 - Present

*Supervisors: Professor G. Brian Golding, Professor Rosa da Silva*

- Honours Thesis Title (Dr. Golding): Estimating Evolutionary Parameters for Protein Low Complexity Regions using an Approximate Bayesian Computation
- Honours Thesis Title (Dr. da Silva): Cells at War: The Playfulness of Game-Based Learning

## Research Experience

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**Research Student - Kumar Lab, Computational Cancer Genomics** May 2023 - August 2023

*Princess Margaret Cancer Research Centre, University Health Network*

*Toronto, ON, Canada*

- Explored sex differences in gene expression across twelve human cancers to elucidate genetic interactions that selectively kill cancerous cells (synthetic lethal interaction).
- Developed a bioinformatic pipeline to analyze gene expression (RNA-seq) data from The Cancer Genome Atlas (TCGA), specifically focusing on determining differentially expressed genes that interact in a synthetic lethal manner.
- Created detailed documentation on operating procedures for computational pipeline.
- Concisely communicated scientific research to field specific and public audiences.

**Research Student - Golding Lab, Bioinformatics and Molecular Evolution** May 2022 - April 2023

*Department of Biology, McMaster University*

*Hamilton, ON, Canada*

- Explored the microbial composition of freshwater algal bloom sites across Ontario (summer project), as well as the evolution of protein low complexity regions (undergraduate thesis).
- Utilized bioinformatic tools and experimental design related to data visualization, genomic data analysis, phylogenetics, and molecular evolution.
- Analyzed and manipulated DNA sequence data collected by the Ministry of Environment and Climate Change (MOECC) to understand the toxicity of algal blooms.
- Developed a C++ program to simulate the evolution of protein low complexity regions as part of a step in an Approximate Bayesian Computation, in order to predict parameters that accurately describe the evolution of these regions.
- Comprehensive training in bioinformatic software and high performance computing such as R, Python, and Unix.
- Created detailed documentation describing background information, methods, and results.
- Concisely communicated scientific research through oral and poster presentations at two conferences.

**Research Student - da Silva Lab, Pedagogy and Science Education**

May 2022 - Present

*Department of Biology, McMaster University*

*Hamilton, ON, Canada*

- Explored the impacts of bringing game-based learning into university classrooms, through the development of a biological video game called "Cells at War".
- Collaborated with artists, designers, programmers, musicians, and scientists across the globe to conceptualize, design, and build an educational tool to teach first year students core cellular and molecular biology concepts.

- Provided biological expertise, and applied critical thinking strategies to synchronize scientific facts with the creative game design process.
- Created student feedback survey and analyzed results to better understand how video games improve student engagement and motivation.
- Communicated scientific research through oral presentations at two conferences as well as a full research paper highlighting student perceptions on game-based learning.

### *Specialized Skills*

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**Programming Languages and High Performance Computing:** R, Python, C++, Git/GitHub, Unix/Linux, Bio-Conductor, bash, ComputeCanada, L<sup>A</sup>T<sub>E</sub>X

**Research:** Data collection, manipulation, and analysis, science communication, writing academic articles

**Soft Skills:** Collaboration, communication, detail-oriented, highly organized, creative problem solver, highly adaptive

### *Presentations and Conferences*

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| <b>Oral Presentation</b>   | August 2023                |
| <i>University Health Network Summer Training and Research Program</i>                    | <i>Toronto, ON, Canada</i> |
| <ul style="list-style-type: none"> <li>• 3 minute thesis virtual presentation</li> </ul> |                            |

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|---|---------------------------|
| <b>Oral Presentation</b>  | July 2023                 |
| <i>The Western Conference on Science Education</i>  | <i>London, ON, Canada</i> |
| <ul style="list-style-type: none"> <li>• A STEAM game-based learning framework: Maximizing integrated and immersive learning in the classroom.</li> <li>• Presented by supervising professor Dr. Rosa da Silva</li> </ul> |                           |

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| <b>Oral Presentation</b>   | April 2023                  |
| <i>Biology Undergraduate Symposium, McMaster University</i>  | <i>Hamilton, ON, Canada</i> |
| <ul style="list-style-type: none"> <li>• Undergraduate thesis presentation in computational biology</li> </ul> |                             |

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| <b>Oral Presentation</b>   | April 2023                  |
| <i>Biology Undergraduate Symposium, McMaster University</i>  | <i>Hamilton, ON, Canada</i> |
| <ul style="list-style-type: none"> <li>• Undergraduate thesis presentation in science education</li> </ul> |                             |

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| <b>Poster Presentation</b>                                | October 2022                |
| <i>MacWater Challenges in Water Monitoring Conference</i> | <i>Hamilton, ON, Canada</i> |

### *Awards & Honors*

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|---|-------------------|
| <b>Oral Presentation Award in Computational Biology</b> |                   |
| Biology Undergraduate Symposium, McMaster University    | <i>April 2023</i> |

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| <b>Oral Presentation Award in Science Education</b>  |                   |
| Biology Undergraduate Symposium, McMaster University | <i>April 2023</i> |

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| <b>3rd Place Best Abstract Award</b>                                    |                     |
| MacWater Challenges in Water Monitoring Conference, McMaster University | <i>October 2022</i> |

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| <b>Research stipend for the creation of Cells at War: A Biological Video Game</b> |                            |
| Co-operative Education and Work-Integrated Learning Canada (CEWIL), \$6000.00     | <i>Sept 2021 - Present</i> |

### Select Volunteer Experience

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#### Youth Soccer Coach

May 2018 - Present

*Little Kickers Group and Carlos Rivas Soccer Academy*

*Toronto, ON, Canada*

- Coached recreational and competitive boys aged 2-8
- Developed a variety of activities (warmups, drills) to actively engage children and introduce them to fundamental concepts in soccer.

#### Children's Sports Volunteer

July 2023

*YMCA*

*Markham, ON, Canada*

- Responsible for leading large groups of children ages 7-10 years old through a variety of cooperative games and sports

#### STREAM Science Fair Judge

May 2023

*St. Augustine Catholic High School*

*Markham, ON, Canada*

- Evaluated research projects from students in the STREAM (science, technology, research, engineering, art, mathematics) program at my former high school.

### Other Work Experience

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#### Operations Maintenance and Funding Specialist

May 2018 - Present

*Royal Bank of Canada*

*Toronto, ON, Canada*

- Developed a simple Python program to facilitate incentive calculations which was utilized by the Operation Centre teams to reduce errors and improve client satisfaction.
- Processed Client funding requests of automotive loans for auto dealerships across Canada
- Maintained a high-volume throughput using incentive calculations and evaluated interest rates while ensuring a low error rate to maximize dealer satisfaction.

### Personal Projects

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#### Web Portfolio

[Link](#)

Personal website developed using Javascript, HTML, and CSS. This site highlights personal information, special projects, personal areas of interest and what I am most passionate about. This is an ongoing project that not only showcases my work but reflects my professional self in a creative way.

#### Youth Soccer Team Roster Landing Page

[Link](#)

This website was developed using Javascript, HTML, and CSS. This site was built for a competitive youth soccer team to highlight important player information typically required by scouts in attendance. It provides scouts with a simple and easy interface to identify players, compared to the usual excel file that can be very difficult to follow.