John Doe

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EDUCATION

University of Waterloo 2020 – 2025
Bachelors of Mathematics Honours (Minor in Computing) *Waterloo, ON*

- Awarded President's Scholarship
- GPA: 3.7
- Technical Product Manager at WAT.AI Club
- **Relevant Courses**: Data Structures

TECHNICAL SKILLS

Languages: Python, C
Libraries and Frameworks: TensorFlow
Tools: Git, Docker

EXPERIENCE

Data Scientist Sep 2023 – Dec 2023
IBM *Toronto, ON*

- Fabricated a LLMOps infrastructure using just open-source tools and custom LLM models and deployed the application on Kubernetes using LangServe.
- Reduced model hallucination by 30% and improved faithfulness score by 40% with advanced prompt engineering and chunking strategies.

Data Scientist May 2023 – July 2023
The Globe and Mail *Toronto, ON*

- Conducted feature engineering on a dataset of over 1 million clickstream data records using PySpark to identify trends used for A/B testing which aided in business analysis.
- Undertook News Cycle Analysis on historical data by performing feature extraction using NLP techniques such as Named Entity Recognition (NER) and increased subscription rates by 10%.

Software Engineer May 2022 – Aug 2022
Vivid Seats Inc *Toronto, ON*

- Engineered a geolocation microservice in SpringBoot which was integrated by multiple applications.
- Developed multiple features for a web application and RESTful APIs for the backend using Next.js and Express to provide seamless communication between 5+ core services.

Software Engineer Sep 2021 – Dec 2021
MeazureUp *Toronto, ON*

- Designed and produced a custom food label printing prototype for BLE devices, resulting in a 60% increase in restaurant productivity.
- Implemented Single Sign-On with OAUTH2 architecture in React Native, improving user efficiency by 20%.

PROJECTS

MedChat | Cohere RAG Hackathon 1st place 🖉

- Multi-modal chat interface for medical professionals to query medical literature and use AI-powered diagnostic tools.
- Leading a team of 5 as a technical product manager to guide for further innovation.

Snake Game AI | Reinforcement learning 🖉

- Assembled an agent-based model using Deep Q-Learning with PyTorch and created an environment using PyGame.
- Optimized convergence by implementing exploration-exploitation strategies and fine-tuning hyperparameters.