GameTech Counsellor, Upper Canada College Summer Camp

SUMMER 2018, SUMMER 2019

- Taught children ages 9-14 how to make an FPS (first-person shooter) game using the Unity game engine (including assets and objects)

Education

Bachelor of Computing, Honours, University of Guelph (With Distinction)

SEPTEMBER 2018 — JUNE 2023

COURSES

Parallel Programming, Databases, Game Programming, Software Systems Development & Integration, User Interface Design, Data Structures

Technical Certifications

FEBRUARY 2024

- DeepLearning.AI ChatGPT Prompt Engineering for Developers

NOVEMBER 2023

- Microsoft Azure AI Fundamentals

AUGUST 2023

- AWS Cloud Practitioner; AWS Knowledge: Cloud Essentials

Academic Projects

Ra1nb0w

APRIL 2023

- Created a 3D physics-based platformer with multiple levels using the Unity game engine and written in C#. See https://play.unity.com/mg/other/webgl-builds-330917

Parallel Conway's Game of Life

OCTOBER 2022

- Developed a parallelized version of Conway's Game of Life. Made two different programs: one using Data Parallelism and one using Task Parallelism to create the 2D grid, both using C and Pthreads

Web-based Image Editor GUI

MARCH 2020

- Built an interface to upload and edit images, using C for the backend, and JavaScript/HTML for the frontend

Personal Projects

Supreme Discord Bot

AUGUST 2021 — DECEMBER 2022

- Built a bot using Python that parses JSON from a clothing brand's website to alert Discord users to changes in stock in items