# ANNE CHOW

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## EDUCATION

**Bachelor of Applied Science & Engineering**, University of Toronto September 2020 – April 2025

- Majoring in Computer Engineering. Minoring in Artificial Intelligence.
- Relevant Courses: Data Structures & Algorithms, Computer Graphics, Software Communication & Design, Applied Fundamentals in Deep Learning, Programming Fundamentals, Computer Networks I, Introduction to Artificial Intelligence

## TECHNICAL SKILLS & BACKGROUND

- Programming & Markup Languages: C++, C, Python, Java, C#, HTML, MATLAB, ARM Assembly, RDDL.
- Software Skills: Valgrind, OpenGL, Perforce, Git, MongoGB, IDEs (VSC, NetBeans, CodeLite), Linux System. Experienced with object-oriented programming (OOP), NAnt Tasks, RPCs, Event Handling and Unit Tests.
- Other Skills: Verilog, FPGA, DE1-Soc Board, Jira, Adobe Creative Suite, Microsoft Office, ShotGrid

## WORK EXPERIENCE

**Pipeline Developer Intern**, *Spin VFX* May 1st, 2023 – May 3rd, 2024

- Assisted in developing and supporting tools and their features to enhance the visual effects process. Tested performance with DCC software such as Maya, Blender and Houdini. Created easy access UI using QT Widgets to optimize and facilitate the production workflow. Developed automations by integrating APIs (REST, Graph) to extract relevant information for streamlined code performance.
- Successfully ported and adapted of opensource and third-party packages to achieve Python 3 compliance, ensuring continued functionality and improved performance.
- Produced an asset migration tool. Optimised execution time from 12 hours to under 40 minutes using threading.
- Developed an automated data management system to efficiently process, analyze, and consolidate daily.

**C++ Engineer Co-op**, *Electronic Arts* May 9th, 2022 - August 26th, 2022

- Created managers to handle data such as upload/download storage, http metrics, remote procedure calls metrics.
- Displayed relevant data using ImGui in real time, which allows for a convenient and faster method to debug during the development process. Collected and aggregated data, to generate BI events, formatted with JSON. The continuous stream of data allows for accurate analysis and projection on the state of the game environment.
- Wrote unit tests using GoogleTest to assess the code for all edge cases.
- Created NAnt tasks to generate Semantic Version constants and output a header file with those properties. Automated process to produce Semantic Version strings to help developers keep track of changes to the software.

## PROJECTS

**Team Member**, *Moodlist*, University of Toronto September 2022 – December 2022

- Developed a deep learning software to determine a person's mood based on their music listening history - a concept based on Music Emotion Recognition (MER) models.
- Collected and processed data from external datasets to form a dataset best fit for the scope of our project. Researched and implemented parameters to classify a listener's mood in one of 5 categories.
- Created a fully connected network after thorough research to determine the most suitable model. Produced results with an accuracy of up to 74.6%.

## EXTRACURRICULAR ACTIVITIES

**Conference Co-Chair**, *Women in Science and Engineering* (*WISE)* July 2023 – May 2024

- Currently lead a 14-member team in organizing the WISE National Conference with 600+ attendees, 25+ companies and graduate schools, all aimed at inspiring and encouraging women in STEM.
- Coordinated with partners to create an engaging and educational space through workshops, panels, and career fairs.
- Conduct regular team meetings, manage finances, and oversee logistical operations & accessibility concerns, from venue selection and catering to securing subsidies for attendees. Gathered feedback from team and utilized it for continuous improvement. Responsible for addressing any unforeseen challenges or crises that may arise.