Ayaan Asif

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EDUCATION

University of Toronto   **Toronto, Ontario**
BSc. Computer Science Specialist, Astrophysics minor   Sept 2022 - June 2026
Coursework:

- ***Computer Science: -*** physics based animation (CSC417), parallel programming (CSC367), operating systems design (CSC469), data visualization (CSC316), algorithm design analysis and complexity (CSC373), artificial intelligence (CSC384), databases (CSC343), computer graphics (CSC317), intro operating systems (CSC369), knowledge representation and reasoning (CSC484), software engineering (CSC301), data structures and analysis (CSC263), computer organization (CSC258), software tools and systems programming (CSC209), software design (CSC207), intro theory comp (CSC236), foundations I and II (CSC110, CSC111).
- *Astrophysics: -* intro physics I and II (PHY 131, PHY132), quantum physics (PHY256), thermal physics (PHY252), Stars and Planets (AST221), Galaxies and Cosmology (AST222), practical astronomy (AST325), astrophysics (AST320).
- ***Mathematics and statistics: -*** multivariable calculus (MAT235), linear algebra (MAT223), probability data statistics (STA237), calc with proofs (MAT137), cryptology (MAT198)
- *Misc: -* intro psychology (PSY100), science and values (HPS200), cannabis and pharmacology (PCL218), intro to entrepreneurship (ENT200), learning and plasticity (PSY260)

WORK EXPERIENCE

Data Annotation Tech   **Toronto, Ontario**
AI Trainer   October 2023 - Present

- Trained and verified AI model's code and output for correctness and other factors based on project.
- Creating grading rubrics for the AI model based on specialized metrics and instructions.
- Worked with and edited code in various text based and programming languages.
- Evaluated responses in different text-based languages. Reviewed other workers responses.

Level 9   **Kolkata, India**
Game Developer   May 2023 - June 2023

- Created a dino runner game from scratch for a client using Unity and C#. Model was based on the game temple run with obstacles being generated and the player being chased by 3 velociraptors instead of monkeys in the original games.

Mayabious Art LLP   **Kolkata, India**
Animation and Game Design   August 2021 - September 2021

- Designed and implemented layout and logic of the game - coded the scripts for scene management, enemy artificial intelligence movement, player movement, weapon and bullet controls and level progression using C#.
- Created models, sprites, terrain, visual components using Unity Engine and Blender; animated sprites by adding rigs.

CERTIFICATIONS, SKILLS & INTERESTS

Microsoft Certifications: Microsoft Azure Fundamentals
AWS Certifications: AWS Cloud Practitioner
Technical skills: cs specialist (Python, JavaScript, HTML, Ubuntu, CSS, D3, C#, C++, C, R, Logisim, Assembly, Java, Docker, PSQL, and others), 3D design and printing (Ender 3 and K1), game development (Unity, Unreal Engine).
Interests: travelling, scuba diving, soccer, tennis, nature, star gazing, space, spectroscopy, amateur science
Languages: native English and Hindi, conversational Bengali, Japanese, and Spanish
Canadian Red Cross: First Aid, CPR/AED (Level C)