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Advanced Micro Devices, Inc.

Technical Marketing Specialist — Jan 2019 - Present

- Wrote test automation in Python to measure performance on the Radeon graphics product line and relevant competitors
- Develop and maintain the test automation's backend, including test run management, account token databases, and data analysis tools
- Wrote automation tools for data analysis and reporting
- Project: utilized newly received training in python database tools to redesign automated account token check-in/check-out framework
- Project (in progress): outline plan and deploy version control + CI/CD system for automation script development team

University of Toronto Bachelor of Applied Science **Electrical Engineering** Graduated June 2018

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Coursera

Introduction to Machine Learning (In Progress)

Faculty of Arts & Science, University of Toronto

Client Services — Summer 2017, Fall 2018

 Played key desktop engineering role in rollout of Windows 10 across A&S faculty

Department of History, University of Toronto

Web Administrator — Fall 2015, Fall 2016 – Winter 2017

• Led project to take over maintenance and development of GRASAC Research project's Drupal website

Chinacache NA Inc.

Network Operations Intern — June 2014 — August 2014

- Created automation for reporting health of worldwide webcache server nodes
- Managed remote virtual Linux webserver software; performed VM installation and configuration

Experienced Platforms Linux (CentOS, RHEL, Ubuntu Server) Drupal MySQL/PostgreSQL Virtualbox/Hyper-V

Programming Languages Python C++ Verilog/VHDL Java Perl

Numerical Software MATLAB R Octave

Bluetooth Item Tracker Tag (Final Year Project)

- In a team of 4, built a functional prototype for a Bluetooth tracking tag, linking hardware and software over the Bluetooth 5.0 stack
- Led the development of the hardware prototype, writing firmware code to track battery level, process signal fluctuations

Interactive Map

- Built navigation software (in C++), with interactive UI in a team
- Took leadership role in implementing map data structures and path-finding algorithm (Dijkstra and A*)
- Optimized performance for accessing large amount of map data in real-time UI (OpenStreetMaps)

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