



Education

- 2013 – Present** Electrical and Computer Engineering, University of Toronto
Team Leader, APS111/112 - Engineering Strategies and Practice I & II
Achieved final grades of 90 and 84, respectively
- 2009 – 2013** International Baccalaureate Diploma, Bayview Secondary School
Achieved 40/45 final score
Awarded School Life Award for contributions to school community
Completed over 400 community service hours and over 150 Creativity, Activity, Service hours

Projects

- Battlehack Toronto 2015** “Swear Jar”: Created front-end for an application that allows users to form groups, set amounts and collect money to donate to a charity at the end of a month. Used the Braintree API to process payments.
- March 2015** “ElectroPet”: A virtual pet game with options to feed, wash and heal a pet with a limited lifespan. Used the Nios II assembler language for the game logic (branching, functions, interrupts), images generated using MS Paint and stored in memory using a modified convertor program, written in C.
- January – April 2015** “PathMapper 3.0”: Used C++ and a course provided API to generate a map with search and route-planning functionalities, using different shortest path algorithms and information from OpenStreetMap. Worked predominantly on user experience and graphic interface.
- YHack 2014** “FridgeStock”: Used HTML5, CSS3 and Bootstrap for front end of a student recipe planning and retrieving application. Used the Yummly API for recipe calls.
- November 2014** “Frustration”: Inspired by Milton Bradley’s Perfection game, used Verilog for game logic. Created for Altera’s DE2 board, with switch and key inputs, VGA, hexadecimal display and LED outputs.
- Hack The North 2014** “Stocket”: Web application that shows real-time stock prices alongside Twitter trends from accounts chosen by the user, using the Bloomberg API and natural language processing to determine stock sentiments and display as a graph. Worked in the front-end team to incorporate HTML/CSS for the user interface.

Honours

- 2015** Canadian University and U24 Dragonboat National Club Champions
- 2015** Engineering a bright future: 10 students to watch
Selected by department for academic and co-curricular achievements
- 2014** Second place, Biomedical Engineering Competition
Competed in a team of 4 against 20 other teams, demonstrating knowledge of the problem, scenario and Lego Mindstorms NXT

Skills: C/C++, HTML, CSS, Twitter Bootstrap, Javascript, Python, Verilog, Matlab