

TECHNICAL SKILLS

- **Languages:** Python, HTML/CSS, Java, JavaScript, Typescript, C, C++, SQL, LaTeX, XML.
- **Frameworks and Libraries:** NumPy, Matplotlib, Scikit-Image, Sqlite3, PyMongo, React, Node.js, Express, JUnit, Tailwind CSS.
- **Software and Tools:** Jupyter Notebook, MongoDB, Git, Linux, R Studio, IntelliJ IDEA, Android Studio, Figma.

EDUCATION

University of Alberta

Bachelor of Science: Computing Science with Honors

Edmonton, AB

Sep 2023 – Expected June 2027

- **GPA:** 3.9/4.0
- International Admission Scholarship recipient.
- Regional Excellence Scholarship recipient.
- **Dean's Honor Roll 2023 – 2025:** Awarded to full-time students with a GPA of at least 3.5.
- **Relevant coursework:** Algorithms, Probability Theory and Sampling, Applied Statistics, Machine Learning, Software Development.

EXPERIENCE

University of Alberta

Student Volunteer

Edmonton, AB

October 2024

- Represented the Computing Science department, engaging with prospective students to provide guidance and answer inquiries about undergraduate programs, highlighting opportunities within the faculty.

UAlberta Book Club

Club Executive

Edmonton, AB

May 2025 - Present

- Helped organize events and coordinate weekly meetings for club members. Led the club's graphic design initiatives to create promotional materials and visual content.

SELECTED PROJECTS

Social Media Application

Languages and Frameworks: Python, SQLite

November 2024

- Worked as a team of 4 using Python to build a mini social media platform with a command-line interface, enabling user authentication, tweet creation, following, and search functionality.
- Implemented robust validation for login/signup processes to enhance user experience and data accuracy. Ensured secure database operations as well as using parameterized queries to prevent SQL injection.

Web-Based Document Editor

Languages and Frameworks: React, Node.js, PostgreSQL

June 2025

- Implemented Tiptap Editor framework to build a web-based text editor with full styling capabilities, integrating asynchronous database operations for login/signup functionality as well as document saving and loading.

Android Application – Event Lottery System

Languages and Frameworks: Java, Firebase, XML

October - December 2025

- Designed and developed an Android event lottery app using Java and Firebase as a group of five. Created a custom UI with XML and fragment (view) logic, and implemented Firestore operations for real-time event/attendee data, QR check-ins.
- Built full admin/participant/organizer workflows, including automated notifications and re-selection workflows. Validated functionality with unit tests. ▶ Watch video demo