

Edward Weisberg

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SKILLS

- **Programming Languages:** Python, JavaScript, C++, Elm, C, CSS, HTML, Java, SQL
- **Technologies:** Flask, Unix, Linux, Windows, BeautifulSoup, YOLO, JSON, GitHub
- **Database Systems:** MySQL, PostgreSQL

EDUCATION

- **McMaster University** September 2023 - April 2027
Computer Science Hamilton, Canada
 - Awards: Dean's List, The Faculty of Engineering Award of Excellence
 - Relevant Coursework: Data Structures And Algorithms

EXPERIENCE

- **Computer Vision Software Engineer** October 2024 - Present
McMaster RoboMaster Hamilton, Canada
 - Developed real-time object detection and tracking algorithms using PyTorch, OpenCV and YOLO, achieving **88%** detection accuracy
 - Integrated depth modules with embedded systems, reducing response time by **20%**
 - Trained and validated models on custom datasets, improving target identification accuracy by **15%**
- **Quantitative Developer** October 2024 - Present
McMaster Quantitative Trading Society Hamilton, Canada
 - Built trading bots and backtested strategies on real-world data using **Python**, **pandas**, and **Matplotlib**, achieving **12%** annualized returns on average
 - Analyzed financial markets with time series analysis, stochastic modeling, and Monte Carlo simulations, improving forecast accuracy by **15%**
 - Created and presented workshops on concepts and techniques employed by the eminent researcher Max Dama
- **IT Assistant** June 2024 - September 2024
Medallion Corporation Toronto, Canada
 - Maintained over **30** company computers, peripherals, accounts, or other auxiliary devices
 - Utilized **OCR** technology coupled with **SQL** to manage a database of 1000+ files, expediting search time by **35%**
 - Automated the categorization and manipulation of files by developing C++ and Python scripts, reducing manual processing time by **40%**
- **Subcontractor** Sep 2019 - Apr 2023
Platinum Renovations Vaughan, Canada
 - Communicated with 50+ clients in a team of 10 people to ensure desired results
 - Computed various measurements for layouts and structures using software such as Cedero or by hand
 - Implemented ad hoc solutions within the team; worked on over 30 houses and 20 residential buildings

PROJECTS

- **BrewChat** July 2024 - August 2024
Tools: [Python (Flask), HTML, Javascript, AI]
 - Developed an interview interpreter that helped users prepare for career coffee chats
 - Implemented a system to save and categorize the recording and pertinent information to a database
 - Created API calls that interface with **AssemblyAi** to analyze users' interviews and provide key takeaways
- **War Of Pets** February 2024 - April 2024
Tools: Elm
 - Developed a local multiplayer game in Elm, utilizing functional programming to enhance performance
 - Created a custom physics engine for realistic projectile trajectories and engaging object interactions
 - Designed an accessible UI that improves eye-hand coordination with intuitive controls for players with motor skill challenges