# **Edward Weisberg**

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## **EDUCATION**

# McMaster University

September 2023 - April 2027

Hamilton, Canada

Computer Science ∘ GPA: 3.6/4.00

- 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%

# Quantitiative 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%
- Conducted risk assessment and portfolio management, achieved a Sharpe ratio of 1.5

• IT assistant

June 2024 - September 2024

Medallion Corporation

Toronto, Canada

- Set up and maintained over 50 company computers, peripherals, accounts, and 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

- o 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

# SKILLS

- Programming Languages: Python, JavaScript, C++, Elm, C, CSS, HTML, Java, SQL
- Web Technologies: HTML, JavaScript, Flask, Beautiful Soup, CSS, React, Docker
- Database Systems: MySQL, PostgreSQL