

# Shihan Ai

**Email:** [g3aishih@gmail.com](mailto:g3aishih@gmail.com)

**GitHub:** <https://github.com/g3aishih>

**LinkedIn:** <https://www.linkedin.com/in/aishihan/>

---

## EDUCATION

---

### University of Toronto

**September 2012 – June 2017**

Honours Bachelor of Science with Distinction, Computer Science, Specialization in Artificial Intelligence

Major GPA: 3.58/4.00 (CGPA: 3.40/4.00)

## TECHNICAL SKILLS

---

**Computer Vision & Machine Learning:** Python, C++, MATLAB, NumPy, OpenCV, TensorFlow

**Web Development:** HTML, CSS, JavaScript, NodeJS, React, SQL, MongoDB

**Mobile Development:** Swift

## PROFESSIONAL EXPERIENCE

---

### IBM, Software Engineer Intern

**May 2015 – August 2016**

- Designed the backend of a central analytics platform for IBM dashDB using NodeJS and IBM DB2.
- Created infographics using D3.js with live data from dashDB and provided managers with real-time analytics.
- Analyzed the collected data and identified the pain points that customers had with IBM dashDB.
- Developed a tweet scheduler with NodeJS and DB2 to automate the promotion of IBM DB2 on Twitter.
- Automated the collection of video analytics from YouTube using Python, and generated infographics with D3.js to capture the effectiveness of IBM DB2 promotional videos on YouTube.

### University of Toronto, Research Assistant

**May 2014 – August 2014**

- Developed a script with Python and NLTK that attaches semantic meaning to unstructured web data.
- Created a Twitter bot with Python that responds to movie related tweets with showtimes and recommendations.
- Performed lexical analysis on tweets to understand the structure of natural language on social media.

## PROJECTS

---

### Photo Editor & Enhancer

**July 2017 - Present**

- Developed a command line tool in C++ and OpenCV that can edit and add effects to photos.
- Tested various smoothing functions and evaluated their effectiveness in achieving a photogenic blurring effect.
- Implemented color mapping effects to user marked objects in an image by utilizing foreground extraction techniques and by processing the RGB images in the HSV color space.
- Currently creating an iOS mobile application using Swift that employs optimized foreground extraction techniques to edit and enhance high resolution photos taken by cameras on modern mobile phones.

### Optimized Interactive Foreground Extraction

**June 2017 – July 2017**

- Developed an algorithm using Python, NumPy, and OpenCV that can classify pixels in an image as either the foreground or the background of the image.
- Independently researched and implemented methods to decrease processing time when processing HD photos.
- Performed benchmark tests against traditional foreground extraction methods such as GrabCut and improved the processing time of 12-Megapixel (3024 x 4032) images from an average of 74 seconds to 3.6 seconds.

### Exemplar-Based Image Inpainting

**May 2017 – June 2017**

- Independently researched and implemented an algorithm in Python, NumPy, and OpenCV that can crop out user defined areas of an image and fill the cropped-out areas with believable textures.
- Analyzed and identified the optimal hyper parameters to produce results with little or no optical artifacts.
- Identified and applied the algorithm to real world applications such as acne removal in photos.

### Seam Carving

**November 2016 – December 2016**

- Implemented an algorithm in Python that performs content-aware image resizing by removing seams comprised of the least significant pixels in an image.
- Utilized dynamic programming to efficiently find seams with low significance.
- Identified and tested the effectiveness of various definitions of pixel significance.