Eddie Gao

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SKILLS

Languages: Python, C#, Ruby, Java, JavaScript, TypeScript, CSS, HTML
Technologies: Ruby on Rails, GraphQL, React, Pandas, NumPy, Matplotlib, TensorFlow

EDUCATION

B.S Computer Science Honours | Carleton University   *Sep. 2024 – May. 2028*
- GPA**:** Undetermined
- Distinction**:** Awarded **$160,000** while employed as 1 of 30 Dev Degree Interns at Shopify.

EXPERIENCE

Shopify | *Software Engineering Intern*   *Aug. 2024 – Present*
- Undergoing "Training Path" bootcamp for future engineering team placements.

Nokia | *Future Tech Intern*   *Jul. 2023 – Aug. 2023*
- Improved Scandit image detection algorithms by integrating AprilTag recognition to achieve an accuracy of **90%**, surpassing prior industry benchmarks at Bell Labs.
- Leveraged image collection from flying drones to deploy data processing/visualization scripts with Pandas and Matplotlib, streamlining the quality control of **4000+** cargo bins at Graybar.
- Identified errors in flight analysis through JSON data, increasing yield certainty by **43%.**

CarletonU | *Machine Learning Researcher*   *Jun. 2022 – Aug. 2022*
- Extracted an Amazon reviews dataset (2018) with metadata from **15.5m** products to update an e-commerce system that recommends products for users based on different genres of interest at **87%** accuracy.
- Applied genre-matching systems from the Swiss Federal Institute of Technology (EPFL) with Python and Apache Spark to replicate a large-scale X-MAP recommender, improving data-processing efficiency to handle **5.6x** more data.

PROJECTS & STARTUPS

Gao & Co. Investments (gaoandco.netlify.app) | *Founder*
- Launched a hedge fund that generated **$21,000+ profit (337% ROI)** in one fiscal quarter by designing and deploying machine-learning arbitrage algorithms, excelling past competing firms.
- Integrated an inverse volatility strategy through convolutional neural networks (CNN) in TensorFlow and NumPy while maintained by risk-aversion parameters, avoiding market downturns and achieving a Sharpe Ratio of **4.6.**

The Automaton Horror Game | *Software Coordinator*
- Directed the integration of pathfinding AI networks by optimizing player movement predictions through waypoints and navigation meshes, producing a **36%** increase in rendering performance.
- Project awarded 1st place at Carleton University VV contest (2021-22).

INVOLVEMENT

SYRC Robotics Team 8729 | *Software Developer*
- Deployed WPilib obstacle-detection scripts in Java for international tournaments, resulting in a **14%** increase in global ranking (41st during 2023) per year and **56%** reduction of autonomous collisions.