

Objective

I am a student in 4th year Engineering with a background in software design, continuous integration systems and machine learning. I am seeking a position to expand and utilize my knowledge in computer software as I work towards becoming a software architect.

Education

Bachelor of Applied Science (expected June 2015)
Electrical and Computer Engineering (Engineering Science, University of Toronto)
GPA: 3.66 / 4.0

Experience

2013 May to 2014 May: Software Tools Developer – Blackberry Browser Team (Co-op)

- Integrate developer workflow with Gerrit code review tool and issue tracker
- Revise build system to reduce overall build times by 40%
- Develop continuous integration systems and automation for WebKit and Chromium

2012 May to July: Research at U of T, Department of Physics

- Create an image processing program to analyze cancer using the OpenCV library
- Design a point-and-click calibration feature for a particle tracking software with regression techniques

2011 December to 2013 April: “Green Tea” AI Developer for StarCraft 2

- Manage AI modules: Wave management and priority production system
- Manage AI modules: Terrain analysis and wall-off algorithms

Skills

- Python and C/C++ programming (4 years)
- Experienced in Git and Gerrit code review
- Machine learning techniques
- MatLab and Verilog HDL (2 years)
- Relational databases and SQL
- Knowledge of continuous integration systems and issue trackers

Awards

- University of Toronto, St. George Campus, \$5000 Entrance Scholarship
- Provincial Scholarship Award, British Columbia