Sid Gupta

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Skills and Languages

- Java, three years; Python, six months
- Data structures (stacks, linked lists, binary trees)
- Self-teaching with online courses & learning API
- Excellent collaboration through working with others in 7+ projects

Education

University of Toronto St. George campus – 4.0 / 4.0 G.P.A *September 2017 – Present*

- Working towards a Bachelor's of Computer Science with a projected graduation date of April 2021

Coursera – Introduction to Machine Learning *June 2017 – August 2017*

- Self-taught six weeks of an online course covering multivariable linear and logistic regression, gradient descent, neural networks, and backpropagation algorithms

Centennial Collegiate Vocational Institute *September 2013 – June 2017*

- Achieved an Ontario Secondary School Diploma with a final 94% average of the top six grade twelve marks

Highlighted Projects (Video demos at: sidgupta.tech/projects.html)

AutoNote, Python using Microsoft Computer Vision A.P.I – Electric City Hacks 2017 *November 2017*

- Worked with two teammates to develop a machine learning program that generates notes from a whiteboard video
- Wrote algorithms that would parse and store the frames of a video, store results given from the neural network A.P.I, and determine the points in a video when the whiteboard was most full
- Winner of *Best Use of Project Management* award and *Wolfram One* award; placed in top 15 hacks

MSG2GO, Java using Android Studio – Hack the 6ix Hackathon *August 2017*

- Collaborated with teammates to quickly learn the essentials of Android Studio and develop an android application that allows the user to write a text message and control what time they want that message to be sent

Moon Grounder, Processing / Java *February 2017*

- Developed a game with collision, gravity, and acceleration where the user tries to land a rocket ship
- Each level is unique and randomly generated using geometry and trigonometric calculations

Infiltrate, Java using LibGDX framework *December 2016 – January 2017*

- Action-RPG game developed in a team of three with five custom designed levels and enemy A.I
- Collaboratively researched how to use resources in the LibGDX framework to program the game's features, ex; designing levels using textures, and then converting those levels into interactive maps

Experience

Kumon Math and Reading center employee *January 2016 – August 2017*

- Marked work for around 100 students with the goal of addressing the gaps in their understanding
- Successfully communicated concepts so students could think critically about problems

Extreme PC – Full time Computer Store Assistant intern *July 2016 – August 2016*

- Collaboratively updated advertisements on store website to benefit user experience
- Built positive customer relationships through assembling computers from their purchased components for free

F.I.R.S.T Robotics Electrical Team member *November – March 2014, 2015, 2016*

- Designed the wiring and electrical plans of a competing school robot to effectively connect the system
- Strategically soldered and crimped wires to clean up the connection layout and maintain organization in the build