Sid Gupta

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Youtube portfolio:
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Skills and Languages

- Java, three years
- Python, six months
- Machine Learning, O.O.P
- Self-teaching with online courses & learning API
- Excellent collaboration skills through projects

Work and volunteer experiences

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

- Attention to detail marking student math and reading work
- Maintained organization of over one hundred student records
- 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 inviting relationships with customers through demonstrating products

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

- Worked alongside a team to design and build the electrical plans of a competing school robot

Education

University of Toronto St. George campus *September 2017 – April 2021*

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

Coursera – Introduction to Machine Learning *June 2017 - Present*

- 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 – 93.7% average *September 2013 – June 2017*

- Achieved an Ontario Secondary School Diploma with a final 93% average of the top six grade twelve marks

Highlighted Projects

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

- Machine learning project which runs the frames of a lecture video through a handwriting detection neural network A.P.I, and creates slides with text from the points in the video when the chalkboard 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*

- Collaboratively and successfully using Android Studio (an IDE that our team had no prior experience with) I worked with three teammates to 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*

- Game with physics elements like gravity and acceleration where 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
- Researched and collaboratively learned how to utilize resources in the LibGDX framework to implement the game's features, ex; designing levels using textures, and then converting them into interactable maps