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## Skills and Languages

- Java: three years; Python: one year
- HTML, CSS, JavaScript, & ReactJS: six months
- Familiar with Redux, NodeJS, Flask, & MongoDB
- Excellent collaboration through working with others in 10+ projects

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## Education

*University of Toronto St. George campus – 3.44 / 4.00 c.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

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## Highlighted Projects (Video demos at: [sidgupta.tech/projects.html](http://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

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## Experience

*Knowtworthy – Co-founder & Full Stack Developer (<https://knowtworthy.com>)* *November 2017 – Present*

- Designed, built, and deployed front-end webpages in React / Redux JS to be used in the main application
- Wrote back-end server endpoints to interact with the database and connect components of the application
- Engaged in market research and created a business model canvas to illustrate a product-market-fit

*University of Toronto – Web Developer* *January 2018 – April 2018*

- Refactored JavaScript code in a project to utilize the ReactJS library for a more organized implementation
- Attended weekly code review sessions with the team to present work done and offer advice to other programmers

*Kumon Math and Reading center – Staff Assistant* *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