

Education

2020 → Current



McGill University

Major. Physics and Computer Science

(CGPA ~ 3.8)

2018 → 2020



McGill University

(Hons.) Physics

2015 → 2018



College de Bois-de-Boulogne

Computer Science and Mathematics

(R-Score ~ 32)

Personal Projects

Particle Geometrical Simulation

 [Source code]

A particle sandbox with main functionalities being arrangement in shapes and natural forces modelling.

- **Physical phenomena modelling**
Gravitational force, electrostatic force, and elastic collisions
- **Dynamic shape arrangement**
Circle, square, diamond, spiral, sunflower spiral,
- **Shape animations**
Division of a given shape, rotation of shapes with the mouse

Technologies

Java

JavaFX

CSS

Scenebuilder

Weather Application

 [Source code]
 [Website]

A graphical weather application with forecast containers and graphs.

- **Weather forecast**
hourly (24) and daily (7) forecast.
- **Fetch data from an opensource API.**
Used the Fetch API to acquire data
- **Interactive components and animations**
Carousel containers for daily and hourly forecasts; styled bar charts for daily and hourly forecasts.

Technologies

React

Javascript

CSS

HTML

Honors & Awards

- **Computer Science Excellence Scholarship Award**
By Ministry of Higher Education (April 2021).