ISIDOR KAPLAN

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ABOUT ME

I am a second-year electrical and computer engineering student at the University of Toronto with a particular interest in machine learning, programming and software-design.

EDUCATION

Bachelor Of Applied Science, Computer Engineering | University Of Toronto

2019 – PRESENT

- Completed TrackOne, First Year General Engineering, with **4.0 cGPA**
- Receipt of the University of Toronto Scholars Award in 2020-21 academic year

High School Diploma | Thornhill Secondary School

2015 – 2019

- Received 'Board Proficiency Award' for highest grade 12 marks in the school.

EMPLOYMENT

Academic Researcher in Reinforcement Learning | University of Toronto

SUMMER 2020 – FULL TIME

- Help design and apply deep reinforcement learning algorithms under the supervision of Prof. Baochun Li within the context of networking problems, such as congestion control, edge computing and network-adaptive coding.

PROJECTS

- Reached out to industry connections to bring machine learning project for METSCO Power Inc to Engineering Strategies and Practices course; led team on design project. First student (10+ years) to take initiate and bring their own project to the course.
- Implemented an Alpha-GO inspired Machine Learning algorithm for board game Reversi. Received certificate for program ranking within top 10 in the class of 300+ students.
- Implemented a large 300+ class gaming plugin in Java during high school as a CS project which I then sold online at a substantial profit

SKILLS

- Programming with C, Java and Python
- Analytical and Mathematical aptitude
- Machine Learning
- Leadership and Teamwork skills