Isidor Kaplan

Education

Bachelor of Applied Science, Computer Engineering | University of Toronto

- 2019 Present Currently completing 2nd Year
- 4.0/4.0 cGPA Cumulative Grade Point Average (3 terms)

Professional Experience

Software Developer Intern | Rocscience Inc | Summer 2021

Incoming Software Developer Intern at Rocscience Inc

Academic Researcher | iQua Research Group | Summer 2020

 Helped to 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.

Engineering Projects

See for Code and more Detail: https://github.com/isidorjkaplan

Processor Design Project | Final project - Computer Organization - Winter 2020

• Designed a Verilog 16-bit, 8-register, interrupt-enabled processor.

Mapper Project | Term Project - Software Communication & Design - Winter 2020

Implemented large-scale Google-maps inspired program in C++

Engineering Design Team | Engineering Strategies and Practices II

 Led an engineering team to implement a Machine-Learning based solution for identifying faulty power-line insulators from images.

Course Al Assignments | Course Project - Fall 2020, Winter 2020

Implemented in C++ an AI to play an Atari-inspired game called Galaxy-Explorer.
 Used Machine Learning (Python) to tune the hyper-parameters of a powerful heuristic which was able to score 4th in the class.

Reversi Al | Course Project - Winter 2020

 Implemented an MCTS + Reinforcement Learning model in C to play the board game Reversi ranking within the top 5 out of 300+ students.

Minecraft Plugins | Personal Project - 2019

• Java 300+ class, 27,000+ lines of code Minecraft Plugin.

Relevant Courses

- Computer Fundamentals: Introduction to C programming
- Programming Fundamentals: C++, Data Structures, Complexity
- Digital Systems: Digital Circuit Design. Lab focused. FPGA's and Verilog.
- Computer Organization: ARM A9 Assembly, Processor Design
- Software Communication & Design: Team Design Project Google Maps.
- Engineering Strategies and Practices I and II: Engineering design process. Worked with a client in industry to solve a real-world problem.
- · Calculus I, II, III, Linear Algebra, Complex Analysis: Math Courses

Contact

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Technical Skills

- C, C++, Python, Java
- ARM A9 Assembly
- Machine Learning
- Reinforcement Learning
- PyTorch
- Verilog
- Git
- MATLAB
- Linux Command Line

Awards

Deans List (2019-Present)

- All academic terms to date
 Galaxy Explorer Al (Fall 2020)
- Top 5, course competition

First Year Fellowship (2020)

 Awarded prestigious fellowship to sponsor first year research during the summer.

In-Course Scholarship (2020)

 Was awarded a prestigious in-course scholarship for academic performance during 2019-20 school year.

Reversi AI (Winter 2020)

• Top 5, course competition

Board Proficiency (2019)

Top grades in high school

Waterloo Competitions

Certificate of Distinction

- Canadian Computing Competition (2018,19)
- Euclid Math (2019)