David Hu

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🌐 itsdavidhu.github.io/Portfolio-Website/

EDUCATION

University of Toronto   Toronto, ON
Honours Bachelor of Science: Computer Science Specialist, Mathematics Minor   *Sept. 2021 – April 2026*

Relevant Courses: Intro to Software Engineering, Software Design, Algorithms Design and Analysis, Software Tools and Systems Programming, Intro to Machine Learning, Intro to Artificial Intelligence, Intro to Databases

Extra Curricular: UTM League of Legends Top Laner, UTM Men's Basketball Player

TECHNICAL SKILLS

Languages:	Python, Java, C, SQL, JavaScript, HTML/CSS, Bash, Assembly
Frameworks:	React, Flask, JavaFX, JUnit, pytest, Pygame
Developer Tools:	Git, Microsoft Azure, IBM Cloud, Linux, PostgreSQL, VS Code
Libraries:	pandas, NumPy, Matplotlib, scikit-learn, OpenCV, TensorFlow

EXPERIENCE

Information Technology Intern   May 2024 – Present
Mold-Masters Limited   *Georgetown, ON*
- Managed IT help desk by logging, answering, and closing tickets.
- Troubleshot and resolved hardware, software, and network issues.
- Created comprehensive documentation for troubleshooting and installation procedures.
- Developed a Python script to web scrape over 9000 tickets for analysis.

Machine Learning Intern   Jan. 2024 – Mar. 2024
M2M Tech   *Vancouver, BC*
- Developed machine learning classification models using Microsoft Azure.
- Curated and preprocessed a diabetes dataset with over 10,000 entries.
- Trained and deployed the classification models online using Azure computing resources.

Python Instructor   July 2022 – Aug. 2022
Three-Flavors Kids' Club   *Markham, ON*
- Led educational summer camp programs focused on Python programming.
- Fostered a learning environment for programming and game design skills.
- Implemented engaging and interactive educational strategies for camp attendees.

PROJECTS

League of Legends Data and Statistical Analysis   Python, Pandas, Matplotlib, scikit-learn
- Analyzed 310,000 games from 3,100 players using the Riot LEAGUE-V4 and MATCH-V5 API.
- Investigated optimal session lengths, win/loss streaks, and the impact of breaks on gameplay performance.
- Visualized data trends and outcomes with Matplotlib to facilitate analysis.
- Applied machine learning techniques using scikit-learn and pandas to identify key patterns.

StockThePast   Java, JavaFX, Git, Agile Methodologies
- Developed an application simulating and teaching stock market trading.
- Utilized Java, object-oriented programming (OOP), and JavaFX for application development.
- Employed Git for effective version control.
- Adopted agile methodologies in a group of 4 people for efficient project management.
- Applied design patterns aligned with SOLID principles to enhance application functionality.

PokeCardtel | *DeerHacks 2024*   Python, OpenCV, Flask, TensorFlow, React Native
- Developed a React Native Pokemon PSA grading app for DeerHacks.
- Utilized Python and OpenCV to preprocess over 40,000 images.
- Trained a CNN model using TensorFlow and VGG16 architecture to achieve a 90% accuracy.
- Created API using Flask to combine frontend and backend.