

## RELEVANT COURSES

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- Software: Intro to Programming, Data Structures and Algorithms, Engineering Mathematics and Computation
- Hardware: Fundamentals of Electric Circuits, Digital and Computer Systems

## SKILLS

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**Software:** Java, Python, C, GDScript, Godot game engine, System Verilog, Assembly (RISC-V), MATLAB, HTML, CSS, React.js, sqlite, Keras, TensorFlow, CAD OnShape

**General:** Fluent in French (speaking, reading, writing)

## EDUCATION

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**University Of Toronto St. George Campus** – Engineering Science (Expected graduation 2027 + 1 year CoOp)  
2023–2027

**Victoria Park Collegiate Institute** – IB Programme  
2019–2023

## WORK EXPERIENCE

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**Innovation Developer, RBC Summer Tech Labs** – RBC Internship Year 2  
Summer 2023

- Collaborated in a group of 4 to create a program for the accounts storage database using Python.
- Developed an API to allow the addition and deletion of large quantities of accounts in the company database.
- The product tested how well the database handled large heaps of accounts and recorded execution time details.

**Kumon Learning Assistant** – Kumon Employee  
2022

- Assisted kids aged 5-12 with foundational math and reading skills.
- Marked homework and provided feedback and aid as needed.

**Innovation Developer, RBC Summer Tech Labs** – RBC Internship Year 1  
Summer 2022

- Developed a link-shortening browser extension and Slackbot for internal use.
- Worked on both frontend and backend, resolving issues and integrating with the Slackbot API.
- Designed webpages and contributed to the overall user experience.
- Used GitHub for code management, collaborating on multiple branches.

## LEADERSHIP & PARTICIPATION

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**Praxis Engineering Design Team** – University Design Team  
2024

- Shortlisted for the Ian and Shirley Rowe Innovation and Global Impact Award.
- Collaborated on a team of 5 to develop a design solution for worm composting systems at Allen Gardens.
- Created CAD models using OnShape and prepared an RFP document shortlisted by other teams.
- Presented design and engineering solutions at the final Showcase.

## PERSONAL PROJECTS

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**Godot 2D Game** – January 2025

- Designed and developed a 2D Radiation themed video game using the Godot Game engine. I applied shaders, animations, basic game physics, and Godot node system.
- Game available for download on itch.io (see website/projects)

**Java GUI Recipe Manager** – 2023

- Developed a recipe management app with Java OOP and GUI. Integrated sqlite to store accounts and recipes.

**Machine Learning Project (Keras, TensorFlow)** – Summer 2022

- Used Keras and TensorFlow to compare neural networks with the KNN model using the Pima Indian diabetes dataset.
- Wrote a formal report on findings and algorithmic approaches.