Joshua Kraitberg

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To have a challenging internship that enables me to grow my technical skills

PROFESSIONAL PROFILE

- Quick learner with a keen interest in high performance
- Willingness to learn and adapt and take on any role
- Creative problem-solving skills and effective communication abilities

TECHNICAL SKILLS

Operating Systems	Windows XP/7/8/10/Server 2012 R2, UNIX/Linux, Mac OS
Programming/Languages	C++14, Python, C, C#, Java, CUDA, OpenCL
Database Technology	Oracle PL/SQL, MySQL, MS SQL Server
Web development	JavaScript, ASP.NET, HTML, CSS, Ajax, Bootstrap, PHP
Tools	GitHub, MS Visual Studio, Excel, Word, Eclipse, StarUML, Pencil

EDUCATION

Honours Bachelor of Technology, Seneca College   2015 – Present
Cumulative GPA: 3.8/4.0, Term GPA: 3.8/4.0

EXPERIENCE

Research Assistant, Seneca College – Applied Research and Innovation   May 2017
- Engaged with external legal tech firm for a machine learning classification system using Python
- Systemized a way of templating documents that was accelerated using machine learning to greatly reduce required human hours
- Optimized the proprietary dataset removing key outliers to boost classification accuracy
- Drafted detailed weekly reports that contained observations and progress reports

ACADEMIC PROJECTS

Gaussian Blur CUDA Optimization
- Accelerated a Gaussian blur filter found on GitHub
- Utilized CUDA streams for asynchronous data transfers and kernel concurrency
- Created a custom kernel that handled blurring an image
- Profiled and optimized performance bottlenecks
- Drafted a large report that contained profiling details and comparisons

Place Recommendation System – Web App
- Created a system capable of recommending locations based on users' interests
- Modeled a MySQL database that was used for saving all information needed in the system
- Devised a web-based login portal using PHP, to allow secure browsing
- Tracked session data with PHP across the browsing session

Organized Game Planner – Group Assignment
- Designed and implemented an ASP .NET web app using Visual Studio's. The system allows gamers to organize in-game events outside of the game; to allow increased flexibility in lifestyles
- Systemized an expandable modeling design to easily allow future additions
- Prepared a large system requirements document, which includes an overview, stakeholder analysis, and system components