Kellen Sun

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SKILLS



- Languages: Python, JavaScript, C/C⁺⁺, Rust, Scheme/Racket, HTML/CSS, Haskell, SQL.
- Frameworks and Libraries: Flask, Node.js, React.js, MongoDB, NumPy, PyTorch, TensorFlow, Matplotlib, Django, pandas.
- Software and Dev Tools: GitHub, Git, VSCode, Docker, LATEX, Linux, Bash.

> PROJECTS </>>

Exploring AI & Chess Transformer, ?

Dec 2023 - Jan 2024

- Used semantic search to find files based on text matches from vector embeddings using the BERT sentence transformer.
- Trained a handwritten digit classification model from scratch using gradient descent in Python achieving a 94% accuracy.
- Constructed a bigram language model with self-attention (2M parameters) in **PyTorch** to generate Shakespeare and custom Discord messages by implementing the Transformer architecture thus learning about current advances in LLMs and AI/ML.
- Implemented alpha-beta pruning and minimax for a chess bot and scaled a (21.4M parameters) chess transformer and tokenizer based on this paper %.

OpenBias, Hack the 6ix, ?

Aug 2023

- Developed a MERN web app and Chrome Extension (HTML/CSS/JS) to crowdsource bias in the news over a 36-hour hackathon.
- Built RESTful APIs in Express.js/MongoDB backend and tested CRUD API endpoints.
- Filtered articles using Google Cloud NLP to determine the relevance of articles based on sentiment analysis of content and warn users of potential bias.

PokerEngine Nov 2023 - Ongoing

- Designed a poker engine to autonomously host competitions between poker bots submitted to a web server using **Docker**.
- Drafted an executor file in **Rust** to enforce game rules through a custom protocol.

Memoir, UofTHacks, ? Jan 2024

- Developed a social media app with account creation, user authentication and posting features using Auth0.
- Used MongoDB Atlas to store post information securely and React.js for an interactive front end.
- Created graphs from posts by semantic analysis using NLP from Cohere and BIRCH Clustering algorithm from scikit-learn and used **D3.js** to visualize clusters.

> EXPERIENCE



Logiscool, Ottawa, Ontario

Coding Instructor

Jul 2022 - Feb 2023

- Leveraged strong technical proficiency to tutor Python data structures and control flow in imperative programming.
- Facilitated learning in various formats including EV3 robotics, Roblox Game Design, Minecraft Redstone and block-based coding by employing effective communication to make concepts understandable.
- Provided attentive supervision and mentorship to children thus creating a safe and inclusive learning environment.

Introduction to Geometry, Ottawa, Ontario

 $Co ext{-}Founder$

Jul 2022 - Sep 2022

September 2023 — Present

Cumulative Average: 93.6

Faculty Average: 95.2

- Founded an organization for math and computing contest preparation cultivating a collaborative learning environment.
- Designed from scratch and instructed a 12-hour long geometry course with lecture slides, problems and homework.

EDUCATION



University of Waterloo, Waterloo, Ontario

BCS, Honours Computer Science with Co-op

National Math Scholarship, and President's Scholarship of Distinction (\$17.5k)

Relevant Courses:

- Designing Functional Programs (Advanced) & Elementary Algorithm Design and Data Abstraction (Advanced):
 - » Applied functional programming concepts with lambda calculus to abstract data structures and analyze time complexity.
 - » Created an interpreter, compiler and assembler in **Racket** while developing an imperative model of computation.
- Tools and Techniques for Software Development:
 - » Learned about Linux, VSCode and Git. Wrote **Bash** scripts to automate compiling and testing code.
- Object-Oriented Software Development, Logic and Computation, Linear Algebra 2 (Advanced).

Awards:

- Canadian Open Math Challenge (Top 1%) %
- Canadian Computing Competition (Senior) Honour Roll %
- Leetcode Top 2%

High School: Math Club President (2021-2023), Schulich Leader Nominee