# Kevin Shi

http://kevinshi.me | (647) 878-8114 | kevins.shi@mail.utoronto.ca | https://github.com/kevinshig7

## **EDUCATION**

# **UNIVERSITY OF TORONTO** | EXPECTED TO GRADUATE MAY 2020 | TORONTO, ON Honours Bachelor of Science in Computer Science

- Focus in Artificial Intelligence
- Minor in Mathematics

#### **EXPERIENCE**

# HARVEST MEASUREMENT | FULL STACK DEVELOPER

May 2018 - August 2018 | Hamilton, ON

- Redesigned an online barn gas monitoring application with React, Typescript, Node, and Express, decreasing overall loading time by 50%
- Redesigned database tables removing over 1000 redundant entries and decreased average query time by 25%
- Automated data collection and database entry to conserve up to a dozen hours per week

# May 2017 - August 2017 | Hamilton, ON

- Co-developed a web-based heat tracking system using JavaScript, JQuery, and Flask
- Implemented algorithms to reduce the site response time by 50%
- Practiced the waterfall model and git flow to manage software development over a period of 4 months

# **PROJECTS**

#### **BUGSCAN**

- Co-developed a device to count and identify common species of insects in a rural environment
- Developed a minimum viable product using a Raspberry Pi, Python, and SimpleCV
- Awaiting approval for field testing from the Ontario Ministry of Agriculture, Food and Rural Affairs

#### **PERFECTPATCH**

- Used computer vision to process images of wounds and mathematical modelling to trace dressings
- Engineered a functional prototype using a Raspberry Pi, Python, Qt, and Bash Scripts
- Implemented a clean and intuitive GUI satisfying fundamental UX design principles

# **RE-LEC**

- Collaborated with six other students to develop an online platform for University of Toronto students to upload and share video lectures using MongoDB, Express, React, and Node.js
- Lead database design and development to keep a proper record of users, courses, and lectures
- Followed the agile development model to produce a working prototype in 4 months

## **LEAP PIANO**

- Worked in a team of four students to create an interactive virtual piano at UoftHacks II
- Developed a minimum viable product using unity game engine and leap motion API in 36 hours
- Utilized creational and structural design patterns to create organized code and streamline development

#### **SKILLS**

- Experienced with Python, Java, C/C++, Matlab, SQL, Bash Scripting and Linux systems
- Worked with many web technologies such as HTML, CSS, JavaScript, TypeScript, React, and Angular
- Coursework covered Algorithms, Machine Learning, Database Design, and Operating Systems
- Placed top 25% on many CEMC contests including Gauss, Pascal, Cayley, and Fermat contests
- Familiar with Microsoft Word, Access, Excel, Publisher and PowerPoint