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EDUCATION

University of Waterloo

September 2023 - Present

Bachelor of Computer Science - GPA 3.94

Waterloo, ON

Activities and Clubs: Game Development Club, Mathematics Society

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C++, C, SQL, Java, HTML, CSS

Technologies: Git, Bash, Unix, Next.js, React.js, MongoDB, Flask, Pandas, NumPy, SciPy, Google Cloud

EXPERIENCE

UWaterloo Aerial Robotics Group (UWARG)

February 2024 - Present

Autonomy Team Software Developer

Waterloo, ON

 Developing and training object detection and classification models to identify particular ground targets for drones, as part of an autonomous drone competition

McMaster University

June 2022 - August 2022

Research and Product Development Intern

Hamilton, ON

- Created a data-driven athletics product for competitive swimmers to track metrics such as distance traveled underwater, strokes per length, breaths taken, working under Professor Zheng
- Designed wearable hardware using MbientLab MetaSensors to collect 10+ types of data relevant to swim quality
- Collected, analyzed, and processed sensor data (.csv) into 10,000+ data points per recorded swim using Python libaries NumPy, SciPy, Matplotlib to produce graphs and visualize underwater body movement
- Used Python to analyze and develop algorithms to compute data into 7 unique, improvable metrics for swimmers
- Used Jupyter Notebook and Agile methodologies to document progress and collaborate with others in the project

PROJECTS

EmailManager (7) | Python, Next.js, Tailwind CSS, Flask, SQL (Postgres)

- Created Al-driven web app for email management with user authentication, spam detection, and drafting responses
- Integrated robust REST APIs for seamless email management automation with PostgreSQL, employing CRUD operations and efficient client-server interactions at API endpoints to ensure optimal POST, GET requests
- Utilized Google Cloud services to retrieve user email data, OpenAl's API to generate & store email replies as drafts
- · Leveraged Next.js and Tailwind CSS styling to create smooth user experience while reducing CSS bundle size

Spotify Discover Whenever () | React, Tailwind CSS

- Produced web app to help users find up to 50 new recommendations at a time based on Spotify listening history
- Utilized REST API principles and Fetch to generate recommendations & create playlists, using Spotify's API
- Integrated React Hook fundamentals to dynamically manage data in components, improving render time by 33%
- · Applied React, Tailwind, and Figma design principles to load page faster & improve user experience with Spotify-themed display

Memoir (7) | React, Python (Flask), MongoDB

- Created Social Media app with account creation, user authentication, post creation, and data clustering
- Utilized auth0 for user account management and MongoDB Atlas for data storage, enhancing user auth security
- Employed Cohere for semantic analysis of user posts, to be processed with a BIRCH Clustering algorithm
- Implemented a connected node graph feature using Scikit-learn and D3.js, visualizing clustered data points

C-RPG (7) | C++

- Developed interactive text-based RPG with a tutorial, story line, 3 playable classes, 25+ monsters, areas, and bosses
- Implemented OOP principles (inheritance, polymorphism) to keep code reusable, with minimal boilerplate code in C++

AWARDS & ACHIEVEMENTS

National Mathematics Scholarship (\$15,000)

April 2023

Entrance Scholarship

University of Waterloo

- Awarded one of 10 national awards for achievements in the field of mathematics, and high school extracurriculars
- Mathematic Achievements: Canadian Senior Mathematics Contest Top 2% of 10,000; Euclid Mathematics Contest -Top 4% of 20,000; Hypatia Mathematics Contest - Top 1% of 4,600
- Extracurriculars: Student Council Vice President, National-level Swimmer Top 20 17 Y.O. 200 Fly in Canada