

EDUCATION

M.Sc. in Computer Science	Ontario Tech University	Class of 2023
<ul style="list-style-type: none">• Three Minute Thesis Finalist• Teaching Assistant Excellence Nomination		
B.Eng. in Software Engineering	Ontario Tech University	Class of 2019
<ul style="list-style-type: none">• Internet of Things specialization• 1st Place in Electrical & Software Engineering Capstone Competition		

EMPLOYMENT

Teaching Assistant	Ontario Tech University	Sept 2019 - Dec 2022
<ul style="list-style-type: none">• Lead TA for Computer Vision; covered topics include Image Formation, Camera Calibration, Image Pyramids, Template Matching, Edge Detection, SHIFT descriptors, and Homography.• Primarily tasked with running the laboratory component of course, receiving positive feedback from students on the quality and clarity of the content communicated with an average end-of-term rating of 4.7/5.• Collaborated with the professor to design and revise course materials to enhance student engagement and assumed responsibility of delivering lectures in the absence of the professor.• Other courses taught: Scientific Data Analysis, Mobile Devices, Web Application Development, Software Design & Analysis, and Computer Architecture.		
Machine Learning Developer	Investabit (now investDEFY)	Apr 2017 – Mar 2019
<ul style="list-style-type: none">• Responsible for reproducing published ML research relevant to finance and portfolio management; successfully built a reinforcement learning agent that executed trades based on live data and market predictions.• Created an automated feature engineering pipeline to unify data sources for various ML models in production. Resulted in reducing developer time spent on model development by 20%• Generated reports digesting market performance and model effectiveness into various tables and graphs to effectively communicate findings to teams leads and management.		

PROJECTS

M.Sc. Thesis: Predicting 3D Multi-Person Dynamics from Video
<ul style="list-style-type: none">• Developed an SMPL based model that can predict the shape, pose, and location of multiple people in future unseen frames based on input video data.• Model leverages a GPT style transformer architecture with a custom attention layer that is augmented with a human pose specific inductive bias and identity based query/key projections to better contextualize multiple people simultaneously.• Built with PyTorch, PyTorch3D, MMDetection, SMPL, OpenCV, Pillow, WandB
SMPLify 3D
<ul style="list-style-type: none">• Extended the original SMPLify model by using paired 2D and 3D keypoints to fit a human mesh to an image.• Original model uses only 2D keypoints and a weak-perspective camera, meaning it cannot estimate mesh depth, just shape and pose. Addressed this inability by using a differentiable renderer to optimize for the mesh location through the projection equation.• This approach can be leveraged to generate pseudo groundtruth 3D mesh data to train subsequent models with accurate depth.• Built with PyTorch, SMPL, OpenCV, Pillow, Numpy

LANGUAGES AND TECHNOLOGIES

- **Languages:** Python, JavaScript, Bash, C#, Java, C++
- **Libraries:** Pytorch, Tensorflow, Keras, OpenCV, Pillow, Pandas, Numpy
- **Tools:** Linux, Git, Docker, SQL, Mongo.DB