Lawrence Ora

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Education

University of Toronto   Toronto, Canada
HONOURS BACHELOR OF SCIENCE   Sept 2017 - April 2021 (Expected)
- **Major:** Computer Science
- **Minors:** Mathematics and Linguistics
- **GPA:**   3.95/4.0

Skills

Courses Taken: Parallel Programming, ML, OS, Graphics, Info Security, Algorithms, Data Structures
Proficient Languages: C, C#, C++, Java, Python, HTML, CSS, Javascript
Familiar Languages: SQL, MATLAB, R, CUDA, OpenGL
Libraries and Frameworks: TensorFlow, Numpy, Pandas, MPI, OMP

Experience

University of Toronto Artificial Intelligence Lab   Toronto, Canada
RESEARCH ASSISTANT   May 2019 - May 2020
- Aided in the research of Dr. Barend Beekhuizen in the field of computational linguistics.
- Scripted code which automated processing of linguistic datasets using jupyter (python).
- Innovated and tested new models of translating languages.

Faculty of Computer Science, University of Toronto   Toronto, Canada
TEACHING ASSISTANT   Jan 2020 - April 2020
- Held lab sessions for CSC209: Software Tools and Systems Programming.
- Taught undergraduate students C, Linux, and shell programming.

Singapore Armed Forces   Singapore
ARMY SERGEANT (INFANTRY)   Feb 2015 - Dec 2016
- Section commander for four cohorts of Basic Military Training recruits.

Raffles Institution Interact Club   Singapore
VOLUNTEER   Feb 2010 - Oct 2014
- President of high-school's largest student group of 180 members.
- Spearheaded multiple public service projects/fundraisers benefiting over 40 Volunteer Welfare Organizations in Singapore.

Projects

Win-to-Die
- Multiplayer survival-racing video game.
- Made in Unity (C#).
- Playable at https://notrena.itch.io/win-to-die.

Game Central
- Modular game center app which keep track of multiple game states and a shared high-score leaderboard.
- Made in Android Studio (Java).
- Learned the basics of app development.

Thank you for your consideraton.