

Matthew Choi

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EXPERIENCE	Graduate Research Assistant Vector Institute, University of Toronto Research Goal: <ul style="list-style-type: none">• Introduce classical machine learning methods to assist Quantum Computing algorithms.• Improve modern Computer Vision models for transparent objects.	Sep 2022 - Present
	Software Developer Intern Modiface, Toronto <ul style="list-style-type: none">• Implemented front-end Google Ads in HTML/CSS with partner brands for try-on makeup experiences on web and mobile apps.• Contributed to major version updates with team members in VueJS for a try-on makeup web and mobile apps that were eventually deployed.• Built DevOps scripts in Javascript for team members to simplify routine work.	May 2020 - May 2021
	Teaching Assistant University of Toronto CSC309: Web Programming <ul style="list-style-type: none">• Tutorial TA for ReactJS, graded assignments, and developed homework for the class.	Sep 2022 - Present
	Undergraduate Researcher University of Toronto <ul style="list-style-type: none">• Learning quantum dynamics with Neural ODEs, published at Physical Reviews A and presented at American Physical Society March Meeting 2021 Advisor: Alán Aspuru-Guzik• Implicitly Guiding CS1 students with Analogous Problems Advisor: Michelle Craig, Jennifer Campbell• Work was done in Python and R.	May 2020 - Apr 2022
EDUCATION	University of Toronto , Toronto, Canada Master's of Science in Computer Science Supervisor: Alán Aspuru-Guzik	Sep 2022 - Present
	University of Toronto , Toronto, Canada Bachelor's of Science in Computer Science	Sep 2017 - Apr 2022
PROJECTS	Capstone Project: Autonomous Vehicles <ul style="list-style-type: none">• Created an algorithm to improve vehicle tracklet mismatches with graph techniques and cost heuristics using Python and Pytorch.	2022
	Disentangling Sentences <ul style="list-style-type: none">• Investigated whether one could disentangle sentences with Beta Variational Autoencoders using Python and Pytorch.	2021
	GameCentre <ul style="list-style-type: none">• An android app consisting of 3 popular puzzle games built with Gradle.	2019
SKILLS	Languages: Python, Javascript, HTML, CSS, C, Bash Tools and Frameworks: Git, Linux, Pytorch, Tensorflow, Node, VueJS, CUDA	