

EDUCATION

University of Toronto
BASc. Computer Engineering
Certificates in AI and Business
2019 - 2024

PROFILE

I am a detail-oriented individual, with a passion for creating end-to-end product solutions and intuitive customer experiences. Specializing in the principles of Machine Learning and User Experience, I aim to utilize my skills to contribute to the Product Management sector of companies.

SKILLS

Technical

MS Dynamics 365 - On Premise (v8.2/9.0), Azure DevOps, XRM ToolBox, Fortify, Power Pages, Power Apps, Power BI, JavaScript, C#, C++, C, Python, HTML, SQL, Rust, Verilog, Assembly Language (ARM), MATLAB, Simulink, Solidworks, ModelSim, Quartus Prime, LTSpice, Typhoon, Microsoft Office Suite, Google Workspace, Balsamiq, Marvel App, InVision, Treejack, Procreate, Canva, Adobe Photoshop, Adobe XD, Adobe InDesign, Adobe Illustrator.

Interpersonal & Management

Leadership, Strategy Development, Analytical Problem Solving, Product Management, Time Management, Presentation Creation, Public Speaking, User Experience Design, and Visual Arts.

INTERESTS

Cooking and Baking, Painting, Travelling, Learning new Languages, Reading, Music and Creative writing.

RELEVANT EXPERIENCE

Web Applications Developer - Environment & Climate Change Canada
May 2022 - Present

- Working with the PPDS team to manage 8 nationwide tenants including the National Inquiry Response Team, Enforcement Branch, etc.
- Manage and analyze IT security scans and monitor incoming tickets from tenants to help clients and implement solutions to technical issues.
- Designed and Developed the Project and Activity Management System (PAMS) using the Power Platform.

Co-founder & Chief Product Officer - bBot
January 2021 - Present

- Co-founded bBot, which is currently incubated by the University of Toronto NEST Entrepreneurship Hatchery Program.
- bBot aims to merge robotics and agriculture to help find a solution to modern agricultural challenges.

Webmaster - The Toike Oike
May 2022 - June 2023

- In charge of the website maintenance, development and design for the Toike Oike. Coordinate the online releases and spearhead the creative makeover of the website.

Software Developer - The University of Toronto
January 2022 - April 2022

- Developed a currency recognition system to accurately detect and identify currency notes using a CNN architecture and AlexNet.
- Utilized fundamentals of image recognition to achieve a final testing accuracy of 92%.

Finance Manager - University of Toronto Supermileage
September 2021 - May 2022

- Responsible for the outreach to other companies for sponsorships and support for the team.
- Coordinated all of the incoming and outgoing financial transactions of the team including purchases, reimbursements, etc.

Graphics Director - SKULE™ International Transition Directorship
July 2021 - May 2022

- Designed all graphics for the Directorship including covers and posters. Most notably, I created the front and back cover for the International Transition Guide for the 2021 academic year.
- This guide is published online and is viewable by the general public.

Theme Lead - University of Toronto Concrete Toboggan
May 2020 - May 2021

- I operationalized choosing the theme for the 2020 UofT Concrete Toboggan team along with creating costumes and designing and ordering patches and team shirts.
- My term concluded with us placing in the top 5 teams at the GNCTR 2021.

Lead Software Engineer - The University of Toronto
January 2021 - April 2021

- Led a small team to successfully develop a fully working GIS with an implementation of the travelling salesman problem in C++.
- Gained a deeper understanding of the Dijkstra and A* algorithms.
- Appreciated by instructors for the originality and timely execution of fresh ideas.

Software Developer - The University of Toronto
January 2021 - April 2021

- Developed a working chess animation using ARM and C++ for the VGA Pixel Buffer with an external connection to the keyboard.
- It was a learning experience that helped me gauge the inner workings of hardware devices.

Product Engineer - The University of Toronto
January 2020 - April 2020

- Worked with a team of engineers to find a solution to the fogging of lenses in large telescopes for our client, Mr. Norman.
- Utilized software like Illustrator and Solidworks to design the solution which has now been implemented.

AWARDS & CERTIFICATES

Innovation & Guiding Change Award - Environment & Climate Change Canada
June 2023

- Award recipient for the solution design and development of the Project and Activity Management System (PAMS).

Summer Fellow - The University of Toronto Hatchery
May 2021 - August 2021

- Chosen as one of the few recipients for the NEST 2021 Summer Fellowship program from a pool of over 1000 students for dedicating my summer working hours to bBot.

UI/UX Specialization - CalArts
Summer 2021

- Focused on the principles of User Experience and User Interface Design by creating projects using mood boards, mockups, wireframes, sitemaps, etc.
- Courses: **Web Design: Strategy and Information Architecture, Visual Elements of User Interface Design and UX Design Fundamentals.**