Paolo Velarde

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Education

University of Toronto (June 2021) | BSc. Major in *Statistics*, focus in *Machine Learning* and *Data Science*

Experience

Software Engineering Intern at KPMG | *Jan 2020 - present*
- Developed a full stack web app created for the purpose of analyzing phone calls, using *Microsoft Azure* and *Google Cloud Platform* services for data pipelining, *React* for the front end and *node.js + Python* for the back end.
- Resulted in a single page app that allows users to upload an audio file, view analytics (key phrases, named entities, sentiment analysis), and make queries to get specific information
- Wrote *Python* script to assist with event coordination, enabling automation of scheduling and ensuring diversity & equal number of participants per event, using *pandas* to manipulate data and export to csv

Software Engineering Intern at Interac | *Jan - Apr 2019*
- Developed a mobile banking app in *React Native* that emulates real-world financial institutions by utilizing the *Interac e-Transfer* API (Canada's leading money transfer service)
- Enabled the company to test new Proof of Concepts both on *Android* and *iOS* devices through use of crossplatform software, eliminating the need of development for 2 separate native apps
- Led team in front end development and *UI/UX*, created custom components in *JavaScript* that actively displayed information from *REST API* calls

Graphic Design Intern at University of Toronto | *May - Aug 2018*
- Re-branded accessibility department with a consistent aesthetic while using accessible-friendly design choices
- Designed various forms of media in *Adobe Photoshop* and *Illustrator*, distributing work throughout the school
- Ensured all designs followed *AODA* standards in order to clearly deliver information to students with disabilities

Extracurriculars and Projects

Executive at CS Enrichment Club | *Sep 2018 - present*
- Designed promotional material for club events throughout the school year, including annual coding competition *UTSCode* with an outcome of 100+ students participating
- Performed general marketing and communications duties including event management, outreach, and promotion for programs and services

JShell | *Java + SVN*
- Developed a Unix-like shell using software development practices such as agile, scrum, and version control
- Implemented software design principles such as polymorphism, interfaces and Liskov substitution

Technologies

Languages: JavaScript, Python, Java, HTML, CSS
Frameworks: React (native), Vue.js, Node.js, pandas, Material UI, Bootstrap
Tools: Microsoft Azure, Google Cloud, git, Heroku, Adobe Creative Cloud