

### Skills

**Programming** Python, C++, C#, Java, JavaScript, Rust

**Deep Learning** PyTorch, sklearn, HuggingFace

Web HTML, CSS, React, Django, SQL, Plotly, Dash

**Embedded System** STM32, Arduino, Raspberry Pi, VHDL

**Tools** Git, Github, VS Code, Vim, Jupyter Notebook, Conda, Docker, Markdown, Latex

# **Work Experience**

**Data2Discovery**Remote - Bloomington, US

SOFTWARE DEVELOPPER

Feb. 2023 - May. 2023

- Maintained and developed a data visualization dashboard using the Dash library.
- Refactored fatal design flaws, leveraged proper usage of the Dash library, and eliminated linearly increasing server call queue time.
- Researched on the Transformer model, and hosted workshops discussing its internal workings and limitations.
- · Lead projects amoung three data science graduate teams, contributed to decision making and organized regular internal communications.

# **Projects**

### Reinforcement Learning in 2D Shooter &

Python, Pygame, PyTorch 2022

- · Created a 2D top-down arena shooter game in PyGame with custom sprites and collision logics.
- Worked as a team to implemented Q learning with PyTorch and trained an AI that shoots moving targets in the game.

#### Star Formation Simulation: Astro Award Winner &

Mcgill Physics - Hackathon

PYTHON, PYGAME

2022

- · Created a simulation of planetary motion in PyGame, demonstrating gravitational pulls between stars and the formation of larger bodies.
- Calculated the trajectories using Euler's method, based on physics simulated using Newton's Laws.
- Winner of Astro Award over 100+ participants in the McGill Physics Hackathon.

#### Minecraft Teleport Plugin &

Java, Spigot, Maven 2021

- Developed a Spigot plugin for Minecraft 1.16, enabling teleport-able waypoints and ticket based teleportation requests between players, which
  improves the overall player experience without breaking the game balance.
- Implemented an in-game GUI for the command menu, and added custom teleport animations with sound effects, potion effects, particle effects and animated bossbar.
- Deployed to a self hosted server peaking 30 online users with no sign of performance drawback.

SVI Scheduler & MariHacks 2.0 - Hackathon

PYTHON, TYPESCRIPT

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- Developed a Google Sheet plugin that automatically balances work load across different workers based on their availabilities, using greedy
  algorithm and priority queue.
- Later deployed at an organization providing translation service for allophone patients, and is proven to be highly functional through worker feedbacks.

## **Education**

#### **University of Waterloo**

Waterloo, ON, Canada

President's Scholarship - \$2000

COMPUTER ENGINEERING, UNDERGRADUATE

## **Honors & Awards**

2022 **Winner of the Astro Award**, McGill Physics Hachathon

Canada

2022 - present

2021 Winner of the beginner HTML prize, BrebeufHX 4.0 Hackathon

Quebec, Canada

2022 Unofficially ranked scoring 80+, Euclid Contest

Canaac

2021 **Top 25%**, Euclid Contest

Canada