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Education

University of Toronto St. George (BSc)

Specialist in Computer Science and Minor in Mathematics.

Sep 2019 - Present Expected: May 2024 Year: 3

Received Dean's List Scholar (2020, 2021) award with a cGPA of 3.94/4.00 (Major: 4.0). Entered with a \$2000 UofT Entrance Scholarship.

Technologies

Python, C, Java, GoLang, C++, Typescript, HTML, CSS, SQL, bash Languages

Frontend React, Next, Tailwind

Backend Node, Express

Databases MongoDB, PostgreSQL

Git, Unix, Postman, Makefile, Vercel, Docker, PyTorch, NumPy, scikit-learn, Neovim, tmux Tools

Experience

illuminote @ Hack the North Pair-programmed a mixed-reality multiplayer game submitted to University of Waterloo's Hack

the North 2020++ written in Pygame and OpenCV.

devpost demo

Extract features from sticky notes on a monitor through a photo using canny edge detection.

Allows players to design their own game map and interact with the real world.

Accurately applied a transformation matrix to the screen contour to warp the image to a regular perspective.

argus. @ Hack the 6ix Built a real-time accident detection solution for CCTV footage leveraging TensorFlow's

machine learning model in Python at Hack the 6ix.

<u>repo</u> <u>devpos</u>t

Reports road accidents immediately to the web and phone via Express and Twilio API to

reduce response time for assistance accommodations.

Displays the location of the crash using Google geolocation and shows truncated footage of

the crash.

Projects

readme.

Developed a fully-featured backend for curating projects targeted towards developers. Posts

include comments and a voting system much like Reddit.

Designed a scalable, maintainable RESTful API using Typescript, Express, and Postgres.

Architected performant, robust code with resilient error and exception handling, and used

JWT authentication middleware to persist session information.

Personal Website

Engineering and maintaining a website using Typescript, Next, and Tailwind.

Shipping a blog with live markdown preview and LATFX rendering support, deployed through

Vercel.

Currently writing about the Kademlia DHT protocol.

go-tcp repo [IPR] Implementing the TCP protocol in Go. Followed RFC 793, the original protocol, to establish an

incoming TCP connection using the three-way handshake and gracefully terminate a

connection.

Designing support for data segments, retransmissions, and timers. Currently implementing RFC

1122 and RFC 7414, which lay out the requirements for clean interoperability for internet hosts.

Building out multiple TCP streams management, with support for blocking operations, reading

and writing data, and application-controlled shutdown.

Other Projects

DODOfs

msg_queue

Alice Maze Solver

Implemented an extent-based FUSE file system with support for many file system operations in C.

Built a multithreaded message queue with I/O multiplexing functionality (similar to the poll() syscall).

Programmed a Python API that solves the Alice Maze puzzle in the shortest path using BFS.