

Technical Skills

- Python (Django), HTML, CSS, JavaScript (jQuery), C, Java, Scheme/Racket, Git, L^AT_EX.

Projects

- **St0ckSentim3nt** (ConUHacks III)
Service to compare tweet sentiments with changes in stock prices for a given company
 - Created **Python** scripts to fetch and filter stock information using **Alpha Vantage's API**.
 - Used **IBM Watson API** and TextBlob to analyze the sentiment of tweets from Twitter.
 - Wrote an algorithm to compare sentiments and stock prices and form a linear regression.
- **DreamCatcher** (YHack 2017)
Webapp that detects whether people in an image are sleeping or awake
 - Implemented and designed an SPA using **jQuery** for users to upload an image.
 - Sent **Ajax** requests to analyze the image, and then calculated and displayed the results.
 - Utilized **Clarifai's API** to train and use a custom image recognition model.
- **If You Give a Mouse a Sandwich**
A point-and-click escape room game
 - Created an interactive browser game using **Processing.js** and deployed it using **Heroku**.
 - Tested different interactions to find gameplay bugs/glitches and fixed them.
- **NightOut** (Hack the North 2017)
Android app that finds things to do around you
 - Built an Android app that displays a map and a UI to get user location.
 - Used **Google Places API** to grab information about nearby locations.

Extracurricular & Volunteer Experience

- **Engineering Club - MATE ROV Competition 2017** American International School
Head of Software Engineering Sept. 2016 - June 2017
 - Programmed an **Arduino** to wirelessly control a camera using head movements.
 - Implemented a GUI using **Processing** to display information such as motor speeds, camera angles, and predicted direction of movement.
 - Contributed to the ROV's technical report, getting third best report in the competition.
- **AppJamming Summit 2016** Hong Kong
Team Member & Developer Dec. 2015 - Apr. 2016
 - Developed a smart home system with voice controls for a competition, placing in the finals.
 - Built an Android app that communicates with an **Arduino** to flip switches around a house.
- **World Robot Olympiad Football 2016** Hong Kong
Team Member & Programmer June 2016 - Sept. 2016
 - Used Lego Mindstorms EV3 to create two autonomous robots that can play soccer.
 - Created attack and defense algorithms for the robots using Lego's EV3 software.

Education

- **University of Waterloo** Waterloo, ON
Candidate for Bachelor of Mathematics in Computer Science, Honours Co-op 2017 - Present
 - 3.9 GPA, Term Dean's Honours List.