Dylan Dai

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SKILLS

Languages: Python, C++, C, Java, JavaScript, TypeScript, Bash, Scheme, Clojure, HTML, CSS, SQL, Haskell.

Technologies: Git, React, React Native, Flask, Google Cloud Platform, Terraform, MongoDB Atlas, Arduino, AWS, Node.js, Next.js, React.js, PyTorch, Linux, NumPy, Pandas, BeautifulSoup, MATLAB, LangChain, Whisper

EDUCATION

University of Waterloo

Waterloo, Ontario

Bachelor of Computer Science

Faculty GPA: 3.7/4.0

Relevant coursework: Compilers, Advanced Functional Programming, Calculus, Linear & Abstract Algebra

WORK EXPERIENCE

Cohere | Python, C++, Java, JS, HTML, CSS, React, Bash

Toronto, Ontario

Machine Learning Data Consultant

August 2024 - Present

- Optimized and reviewed over 700 coding test sets for evaluating the quality and accuracy of LLM-generated code
- Improved coding abilities of large language models including Command R+, helping achieve 71.4% on the MBPPPlus and 22.2% on the LBPP benchmarks by providing reinforcement learning from human feedback
- Created and annotated mini-projects, including automated word-game solvers, and a to-do list

PROJECTS

Exercise Assistant (Github) | MongoDB Atlas, Terraform, AWS, Arduino, Python, LangChain, DataBricks

June 2024

- Won Best use of DataBricks from 340+ participants by developing a web-based physiotherapy game
- Stores and recreates exercises by translating movement vectors into absolute position from controller data every 15 milliseconds
- Incorporated live feedback via a GenAI-powered voice assistant to enhance user engagement and retention using LangChain.
- Deployed the platform with **Terraform** on **GCP** for highly scalable infrastructure and reliable performance.
- Designed a Flask backend to integrate with MongoDB on AWS for persistently storing user heartrate and exercise data.

Music Tracking Game (Github) | MATLAB, Flask, HTML, CSS, JavaScript

June 2024

- Won Best use of MATLAB from 200+ participants by developing a musical accuracy tracking game
- Implemented **cross-correlation** to compare two audio waves by extracting two vectors of amplitudes
- Tracked musical accuracy by adjusting lag from both audio waves, giving feedback every 50 milliseconds
- Deployed an interactive web platform to retrieve and display game information in real time

Waste Sorter App (Devpost) | Google Cloud, Hugging Face, Flask, JavaScript, Python, React Native

May 2023

- Made an application built with React Native to identify and sort waste using a camera for object detection with 90% accuracy
- Used Google Cloud's Vision AI for object detection and classification to send to manually parsed waste database with JS
- Combined embeddings with a 384 dimensional dense vector space using AI model all-MiniLM-L6-v2
- Sent response data and associated weights to the **REST API** of the **Flask backend** to identify disposal strategies

Voice Automated Assistant (Github) | Cohere, Whisper, Python, TKinter

May 2023

- Made an AI-driven tool that interprets voice input using Whisper into computer commands
- Implemented voice-to-text transcription to send information to Cohere's API to categorize the command
- Used Google Cloud search API for web search, and implemented Python keyboard and mouse macros to execute commands

AWARDS

Canadian Computing Olympiad | Bronze Medalist

May 2024

- Placed 14th out of 10000+ participants in national-level computing competition, invited to Canada's team selection contest
- Solved algorithmic problems using data structures, graph theory, and combinatorics in C++

Math Contests

- Placed in the **97th percentile** in UWaterloo's Euclid Contest (27650 participants) | Distinction Award

April 2024

- Placed in the 99th percentile in the Senior Mathematics Contest (16805 participants) | Honour Roll

November 2023

- Placed in the 99th percentile in the Hypatia Contest (7816 participants) | Honour Roll

April 2023