Tales Scopinho

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EDUCATION

UNIVERSITY OF TORONTO

Toronto, ON

B.E. (Hons.) in Computer Science Candidate (cGPA: 3.9/4.0)

Sep 2019 - Apr 2023

Program: Computer Science Specialist w/ Mathematics and Statistics Minors

Awarded Dean's Honors Scholar

Extracurricular: student of U of T's [Technology Leadership Initiative] program

EXPERIENCE

GOOGLE DEVELOPER STUDENT CLUB

Toronto, ON

Research Director

Aug 2020 - Current

• Responsible for **researching technologies** and **resources** in tech to present as workshops to students from all backgrounds interested in computer science.

UTMIST (UNIVERSITY OF TORONTO MACHINE INTELLIGENCE STUDENT TEAM)

Toronto, ON

Project Developer

Aug 2020 - Current

• Working with a group of 6 students to develop a **machine learning bot** capable of playing the famous game [**Cards Against Humanity**].

UOFT AI (UNIVERSITY OF TORONTO ARTIFICIAL INTELLIGENCE GROUP)

Toronto, ON

Director of Marketing

Aug 2020 - Current

• Lead a team of **15 people** responsible for UofT Al's **marketing operations**, from managing its **social media** presence to advertising an **annual conference** with **2,000 participants** expected.

External Relations Executive

Feb 2020 - Aug 2020

- Lead the organization of an international [machine learning competition] with over 100 students from teams from the top 25 universities in North America (Stanford, MIT, Carnegie Mellon, UC Berkeley, etc.) with a budget of \$100,000 and partnerships with Google AI, IBM, DeepMind, AccuWeather, Vector Institute, etc.
- Created monthly newsletters about artificial intelligence news and events in Toronto for over 1,300 recipients.

PUBLICATIONS

• Scopinho, Tales, (2020, August). Neural Networks on Recruiting Athletes. STEM Fellowship Journal [Paper]

PROJECTS

- Self Driving Car Deep Q Network in Tensorflow [Code] (Python)
- Analysed Break & Enter Crimes in Toronto for the Toronto Police [Slides] (R)
- Function Ride: intuitive math game for high school students to learn popular function transformations [Code] (Java)

SKILLS

- Programming Languages:
 - Proficient: Python and Java.
 - Familiar with: R, HTML & CSS, [JavaScript], [Verilog], LaTeX.
- Languages: English (Fluent), Portuguese (Native), Spanish (Advanced), German (Intermediate).
- Motion Design: After Effects, Premiere Pro, Cinema 4D [Portfolio]

LEADERSHIP AND HONORS

• Organized house events and represented University College's Jeanneret House in residence council	Sep 2019 - April 2020
meetings as President of the house.	
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• Awarded First Place at the STEM Fellowship [Literature Review Competition].

Mar 2019 - Aug 2019

HOBBIES AND SPORTS

• Played **rep** and **high school basketball** my whole life. Awarded league's **MVP** in 2015 and **2x division**Jan 2013 - Apr 2019 champion.

• Competed in a variety of **Models United Nation** in high school. A highlight was my eligibility to compete at the FACAMP Models United Nation. [FAMUN 2016]

• Played multiple Intramural Sports in University, namely Basketball, Flag Football and Table Tennis.

Sep 2019 - Apr 2020

• I also love to play the **Ukulele** and practice **calisthenics** in my spare time.