

TYLER PINTO

BIOMEDICAL ENGINEERING 2023

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 tpinto7.github.io

github.com/tpinto7

 **LINKEDIN PROFILE**

www.linkedin.com/in/tylerpinto/

SKILLS & PLATFORMS

C#/C++

JAVA

HTML/CSS

SOLIDWORKS

OFFICE SUITE

JAVASCRIPT

PYTHON

MATLAB

AWARDS

University of Waterloo
President's Scholarship

Senior Science Award

Top 200 Avogadro Exam

Top 30 on Waterloo Small C
Math Contest

CISAA Soccer Champions

William Markle Award for
Sportsmanship & Leadership

SCORES

5 on AP Physics, Calculus AB,
Chemistry, Biology, 4 on
English

Top 25% on Euclid, COMC,
Hypatia, CEMC, AMC 12, Cayley
and Pascal Math Contests

EDUCATION

Candidate for Bachelor of Applied Science | Biomedical Engineering
University of Waterloo, Dean's List

September 2018 – Present

PROFESSIONAL EXPERIENCE

Research Assistant | Motion Research Group - Sport Biomechanics Lab

Waterloo, ON

January 2019 – Present

Working with graduate students to model and test human interaction, particularly in sports, vehicles, and ergonomics.

Using MATLAB to compute masses and moments of inertia of athletes.

E-commerce Business | Everything 2 Connect

Toronto, ON

May 2018 – September 2018

Initiated, developed, and operated a successful Amazon shop with \$15,000 in monthly revenues and 95% positive feedback.

Responsible for actively performing search engine optimization, undergoing cost and price analysis, advertisement campaigns, and sending products to buyers as well as the Amazon fulfilment warehouse.

Mathematics Tutor | Kumon Learning Centre

June 2017 – June 2018

Camp Counsellor | Crestwood Valley

June 2016 – August 2016

RELEVANT PROJECTS

Mikioma: An MMORPG, Location-Based Game – HTML, CSS, JS, C#

Used JavaScript, CSS, and HTML to develop an interactive website that introduces the user to the world of Mikioma (mikiomaar.github.io).

Engineered and iterated game mechanics based on a previous Pokémon Battle Simulator project to be used with Unity API.

Blackjack Game With 2 Levels of AI – C#

Developed an AI that maximizes its winning potential based on its computed possibilities for its current hand and the dealer's out of the remaining cards. Calculated outcomes for the dealer's hand are within an accuracy of 2%.

Created a second AI that replicated standard strategies for playing Blackjack.

EXTRACURRICULAR EXPERIENCE

Cardiac Fitness Assistant Volunteer | University Health Network

Toronto, ON

December 2016 – August 2018

Increased morale and provided proper exercise by actively engaging with patients as they walked around the track.

Ensured well-ordered classes by recording attendance and exercise diaries.

Other Interests and Activities: Biomechatronics Design Team, Engineering Ambassadors Rep, AI in medicine, Hackathons, Soccer, Student Council, Entrepreneurship, Travel, Proficient in French – 12 combined years of immersion and school courses