

EDUCATION

University of Toronto

B.A.Sc. in Electrical and Computer Engineering with AI and Business Minor

Sept 2018 – April 2023

SELECTED TECHNICAL SKILLS

Languages: C, C++, C#, Python, MATLAB, Verilog, .NET Frameworks, XAML

Programs and OSs: Visual Studio, MS Visual Studio, Unity, Linux, Windows, Git, GitHub, Arduino IDE, AutoCAD

PROFESSIONAL EXPERIENCE

University of Toronto Hyperloop Team – Toronto, Ontario

Sept 2019 – Present

Electronics Engineer

- Researched, tested, and implemented electronics components for use in SpaceX Hyperloop Pod Competition
- Communicated within power systems and electronics division to create 30% more efficient workflow between both teams
- Saved time was allocated towards parts optimization and further electronics testing

CDI Technologies – Markham, Ontario

May 2019 – Aug 2019

Computer Hardware Technician, Onsite Technician

- Performed data wiping and managed information confidentiality of industrial scale server systems
- Worked as an onsite technician for TDSB to set up 1800 computer systems to support EQAO marking for tests taken by 250,000 students
- Saved \$6000 by implementing new process roadmap to prevent damage of functional server systems

VA Wood & Associates Geotechnical Engineers – Toronto, Ontario

Sept 2016 – Aug 2017

Geotechnical Engineering Intern

- Performed analysis of various concretes and soil foundations to determine structural stability of various structures in Toronto specializing in schools
- Worked alongside various professional engineers to discern optimal solutions to engineering related issues

LEADERSHIP EXPERIENCE

Engineering Strategies and Practices Nuclear Chemical Processing Team

January 2019 – April 2019

Communications Manager and Team member

- Designed chemical processing method of Mo-99 from nuclear reactor to be used in medical imaging
- Process is expected to be over 35% more effective than current nuclear waste harvesting method of Mo-99
- Documentation and research submitted to OPG records to be used and referenced by client

Engineering Strategies and Practices Tanvas Technology Implementation Team

Sept 2018 – December 2018

Communications Manager and Team member

- Created Conceptual Design Specifications to implement Tanvas haptic touch feedback to assist the legally blind

Personal Projects

Mapper – Location Mapping Application – C++

January 2020 – Present

- Produced Working Maps application with graphical interface to display points of interests
- Implemented Path Search and Polygon Area Algorithms to generate optimized directions functionality

ReShape – Personal Journal/Agenda Desktop Application – C#, WPF, .NET, XAML

January 2020 – Present

- Created user application with WPF graphical interface to organize goals and tasks
- Designed an automated SQL User Database to allow for multiple user access
- Utilized Google Calendar API to allow for Calendar access within application

ACHIEVEMENTS AND ADDITIONAL EXPERIENCE

- University of Toronto Robotics Association (UTRA) Combat Electronics Division Sept 2018 – December 2019
- IEEE [NewHacks](#) IOT Hackathon Winner – [Intelli-Waste](#) March 2019
- Lester B. Pearson CI Scholars Award and Computer Technology Award June 2018