# Vinit Jogani

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## EDUCATION

**UNIVERSITY OF TORONTO**, BACHELOR OF SCIENCE (SEP '17 – JUN '20)
Specialist in Computer Science with Focus in AI. cGPA of 4.0. Recipient of University of Toronto Scholar Award. Dean's List Winter 2018.

Relevant courses: Software Design, Theory of Computation, Systems Programming, Computer Organization, Linear Algebra, Probability & Applications, Introduction to Cognitive Science, Data Structures & Analysis, Systems Programming and Applications of Linear Programming.

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## WORK EXPERIENCE

**SOFTWARE DEVELOPER INTERN**, LEMON TECHNOLOGIES PVT. LTD., INDIA (SUMMER 2016, 2018)

- Implemented machine learning models using Scikit-learn, Pandas, and Matplotlib for diamond auto-pricing predictions, and created a Plotly GUI to visualize findings interactively, to demonstrate anomalous pricing practices, and offer a consistent and reliable solution.
- Researched and experimented with linear optimization tools in Python, using PuLP to create a proof-of-concept stage-wise inventory minimization program with ideas from operation research, offering a computational and algorithmic opinion to the consulting branch of the company.
- Built inventory search portal for a diamond company's clients using ASP.NET MVC in C#, resulting in greater client convenience and easier access to underlying database.
- Developed an event management system in PHP and Wordpress with a team, receiving over 800 active users, and processing over 500 payments so far through the integrated payment gateway.

**PUBLICATIONS TEAM LEAD**, CANADIAN CONFERENCE ON STUDENT LEADERSHIP (DEC '17 – DEC '18)

- Designed accessible and engaging website, social media posts, posters, and other banners for the conference to reach over 1000 users every month.
- Collaborated with team leads of other portfolios and guided a team of volunteers, with deadlines, follow-ups, and regular meetings, to achieve the deliverables of publications in the conference.

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## SKILLS and INTERESTS

**Programming Languages:** Python, JavaScript, C#, Kotlin, Java, PHP, C, SQL, HTML, CSS, Verilog.
**Frameworks/Libraries:** Pandas, Numpy, Scikit-learn, Tensorflow, Matplotlib, JavaFX, Laravel, MeteorJS, Vue, React, Express/Node, Apollo, .NET MVC.
**Other:** Git version control, Jupyter, Unix, Audio, video, and image editing.
**Interests:** Machine Learning, Philosophy of AI and Cognitive Science.
**Clubs:** Machine Intelligence Team, Data Science Team, Aerospace Team, Undergraduate AI Group.
**Hackathons:** YHack 2018, Orbis Challenge.

## PROJECTS

**TENSORSLOW [C#]**– *Individual Project* (OCT ’18)

- Created a mini-Tensorflow with automatic differentiation in C# with basic variable and matrix declarations and gradient descent optimization, including helper functions for one-hot encoding and argmax. Still inefficient due to lack of vectorization, but more of a conceptual experiment.

**COURSE FINDER PRO [Python/Flask + Javascript/Vue]**– *Individual Project* (SEP ’18)

- Created a Python-Flask web app with a Vue frontend to help find courses at UofT more easily, to solve a problem I wasted hours on due to limitations of the existing course finder.

**RESTMAN [Java/JavaFX]** – *School Project* (MAR ’18)

- Created a JavaFX based restaurant management system including multi-user support, data analytics, and persistence, with OOP principles and various other design patterns for extensibility, maintainability and understandability.

**PRIDEAS [Kotlin/Android]** – *Individual Project* (FEB ’18)

- Published a complete Android app written in Kotlin with a Firebase backend for aiding the process of idea generation and feedback for computer scientists looking to solve everyday problems.

**LASTFM GRAPHQL WRAPPER [JavaScript/Apollo]** – *Individual Project* (NOV ’17)

- Built a GraphQL wrapper in JavaScript for the LastFM API to demonstrate the ease of implementing an extensive query layer on traditional APIs with the effect of significantly improving performance, maintainability, and developer workflow.

**METADON [JavaScript/MeteorJS]** – *Individual Project* (JUL ’17)

- Created a real-time multiplayer card game with MeteorJS as a side-project to prolong a family ritual when I head off to University, while playing with a real-time backend framework.

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## VOLUNTEER EXPERIENCE

**UAV POST-PROCESSING TEAM,** AEROSPACE TEAM AT UNIVERSITY OF TORONTO (OCT ’18 - PRESENT)

- Developing techniques to process drone images for the AUVSI competition to detect small, sometimes camouflaged markers automatically in the absence of a significant amount of data through synthetically generating images, and using filters for reducing dimensionality.

**INFORMATION DESIGN TEAM,** INNOVATION HUB AT UNIVERSITY OF TORONTO (OCT ’17 - FEB ’18)

- Conducted user research (including interviews, surveys and events) of various student life divisions across campus to get pain points of the current ways of working, attaining insight into the true needs of the end-users.
- Designed a system for consolidation, analysis and visualization of data about student life programs and services, creating an approved minimum viable product to address the problem.

**EDUCATOR**, CS LEARNING CAMPS FOR THE UNDERPRIVILEGED (JAN ’15 – MAR ‘15)

- Taught underprivileged students basic computer science skills with simple game design in Scratch.
- Students demonstrated improvement in logical reasoning as well as technological literacy.