Vinit Jogani

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Education

Specialist in Computer Science, University of Toronto *(Sep 2017 - present)*
4.0 cGPA, A+ in all courses, Dean's List Scholar (2018, 2019), University of Toronto Scholars Award (2017).

Experience

Undergraduate Researcher, Cloud ML, University of Toronto *(Sep 2019 - present)*

- Engineered schemes for efficient parallelization of history-based optimization methods like SAGA for Machine Learning in cloud settings, exploring several computation-communication trade-offs.

Undergraduate Researcher, Semantic Typology, University of Toronto *(Sep 2019 – Dec 2019)*

- Performed analysis on and inference of a semantic space of dimensional adjectives through statistical techniques to cross-linguistic, parallel corpora in order to test hypotheses and explain previous observations in the area.

Teaching Assistant, CS Help Center, University of Toronto *(Sep 2019 – Dec 2019)*

- Assisted first- and second-year undergraduate students in the program by addressing queries, guiding through both programming and logic problems as a help center teaching assistant.

Software Engineering Intern, **Ad Analytics**, TripAdvisor *(May 2019 - Jul 2019)*

- Designed metrics, techniques and tooling to evaluate, baseline and track performance on several parameters and generate allocation plans for a media budget of over $2 million a month, supporting strategy and decision making.
- Built components to perform ETL tasks, detect anomalies, check and report errors, dashboard analysis and process automated triggers for better availability, reliability and visibility of data and to flexibly answer business questions.

Software Engineering Intern, **Business Analytics**, Lemon Technologies *(May 2018 - Jul 2018)*

- Implemented data-driven diamond pricing and inventory optimization models for standardization and fraud prevention resulting in about 25% improvement on existing practices.
- Developed an event management portal with over 1000 active users and 800 processed payments, with several iterations of usability testing and improvements. Achieved more consistency compared to previous website models.

Publications Team Lead, Canadian Conference on Student Leadership *(Dec 2017 - Dec 2018)*

- Led the brand design of a national leadership conference at various digital platforms with accessible and engaging content to support and encourage all students for professional growth, reaching over 1000 users a month during the peak of our marketing efforts.
- Collaborated with other team leads and guided a team of volunteers with deadlines, follow-ups, regular meetings, clear deliverables and an environment to allow sharing of ideas.

Clubs & teams

LearnAI, Undergraduate AI Group *(Apr 2019 - present)*
Developing a student-run course for 1st and 2nd year students to get early exposure to AI which is otherwise predominantly an upper year field, to help them find their passions and keep up with the pace of growth in the field.

Lights And Signs, Autodriving Team *(Feb 2019 – Nov 2019)*

Working with computer vision for light recognition and image augmentation for autonomous cars achieving a little over 95% accuracy, and eventually deploying as a ROS module on the car.

Image Processing, Aerospace Team *(Nov 2018 – May 2019)*

Developed computer vision pipeline to process and synthetically test drone images to detect small, sometimes camouflaged markers in the scene for AUVSI competition with 100% recall and over 80% precision.

Information Design, Innovation Hub *(Oct 2017 – Feb 2018)*

Designed a system for consolidation, analysis and visualization of data about student life programs and services, creating an approved minimum viable product following extensive user research.

Projects

Game of Poles, Virtual Reality Game *(March 2019)*

Led the ideation and development of a complete VR game, overcoming various technical challenges for an extremely successful presentation at the Level Up Showcase.

Haven, Positivity-enforced Social Platform *(Nov 2018)*

Built a unique concept to address disturbing consequences of social media on the mental health of school students by enforcing positivity and predicting students who may need help and support from their content.

The Catalyst, Design Concept for Social Integration *(Nov 2018)*

Conducted user need studies, high- and low-fidelity prototyping, usability evaluations and multiple levels of iteration to achieve an event-driven approach to improving social integration for immigrants in Toronto.

Course Finder Pro, Improved Course Search *(Sep 2018)*

Developed an upgraded version of University of Toronto course finder to account for timetable conflicts and waitlists after wasting hours finding a course myself.

The Fizz Way, Physics Education Site *(Dec 2016)*

Identified the vacuum of quality physics instruction and developed a student-run site to help, reaching over 100 students internationally with 400+ facebook likes. *[thefizzway.github.io]*

Code Cakes, Computer Science Education Effort *(Dec 2015)*

Founded a program to spread the joy and skills of computer science to empower students from underprivileged communities from a village near school to learn the skill of the future by building fun games. Built an online platform with a YouTube channel and code simulator for people from across the world to participate.

Skills & Interests

Events

LevelUp Showcase (Apr 2019), YHack, Yale (Nov 2018). Orbis Challenge, Toronto (Oct 2018).

Core Technologies

Python (pydata stack), SQL, JavaScript (vue), C, Kotlin (android), C# (unity), Git, Unix.

Research

Interested in Machine Learning, Cognitive Science and Artificial General Intelligence.