

Vinit Jogani

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education

Specialist in Computer Science, University of Toronto (*Sep 2017 - present*)

4.0 cGPA, Dean's List Scholar (2018), University of Toronto Scholars Award (2017)

International Baccalaureate Diploma, Fountainhead School (*Jun 2015 - Jun 2017*)

44/45 points with 7/7 points in every course.

experience

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

- Working on harnessing competitive actionable intelligence to maximize return on TV ad spending, including creative performance ranking, wearout modelling, dynamic generation and testing resulting in more informed campaigns.
- Developing tools using machine learning and statistics to support and extend human decision making capabilities, resulting in better measurement, anomaly detection, awareness and utilization of resources.

Software Engineering Intern, Business Intelligence, Lemon Technologies (*May 2018 - Aug 2018*)

- Implemented data-driven diamond pricing and inventory optimization models for standardization and fraud prevention resulting in 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 encourages all students for professional growth, reaching over 1000 users a month during main marketing season.
- 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 students to get early exposure to AI which is otherwise predominantly a third and fourth 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 - present*)

Working with computer vision for light recognition and image augmentation for autonomous cars achieving a little over 95% accuracy.

Image Processing, Aerospace Team *(Nov 2018 - present)*

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)*

Conducted user research of student life divisions to identify pain-points of existing methods and develop a more transparent, consolidated and accessible programs and services database, helping them serve students better.

projects

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

Lead 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.

Prideas, Android Idea-sharing App *(Feb 2018)*

Published an app on the store to assist developers solve real challenges and get feedback on their side-project ideas without wasting expensive hours.

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)*

Made an effort 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 (or "code cakes").

interests

Hackathons: YHack, Yale *(Nov 2018)*. Orbis Challenge, Toronto *(Oct 2018)*.

Research: I am deeply fascinated by and interested in Machine Learning, philosophy of AI, Cognitive Science and uncovering more about intelligence in general.

Other clubs: Machine Intelligence Student Team, Data Science Team,

Non-academic: Soccer, Cricket, Keyboard, Guitar.