Will Saliba

+61 408 397 007 | salibawill@gmail.com | LinkedIn | Portfolio Website | Github

EDUCATION

The University of Adelaide *Graduating Nov 2024*

Bachelor of Computer Science (Advanced), Major in Artificial Intelligence, GPA: 6.44/7

Pembroke School, Adelaide *Graduated Dec 2021*

Subject Merit in Research Project, ATAR: 99.95

EXPERIENCE

Australian Institute for Machine Learning *Adelaide, SA*

Undergraduate Machine Learning Researcher *Jun 2023 – Nov 2023*

- Developing a music production plugin which uses generative AI to generate, extend, replace and infill audio clips guided by natural language in industry-standard software such as Ableton-Live and Logic Pro.
- Plugin interface built in C++ using the application framework JUCE, which makes requests to fine-tuned version of a pre-trained diffusion model.

PROJECTS

Clubs Overflow | *Express.js, JavaScript, Vue, HTML/CSS, MySQL* Apr 2023 – Jun 2023

- Full stack social media website targeted at University clubs and their members.
- Users able to create an account, join and create clubs, make and RSVP to events which are then visible on their calendar, and post media which can be interacted with through likes and comments.

TripsPlus | *Dart, Flutter, Firebase* June 2023 – Sep 2023

- Full stack cross-platform app enabling friend groups to keep track of who owes who.
- Users can create an account (with Firebase authentication), make a group, add members, then log expenses with a description, cost and who paid, enabling TripsPlus to calculate how much member owes each other.

Powerlifting Data Analysis | *Python with Pandas, NumPy, Matplotlib* Aug 2022 – Sep 2022

- Python script which analyses a dataset of 30,000 competitors to explore how different characteristics influence the performance of a powerlifter.
- Generates a variety of graph types to visually represent these relationships.

E-Horses | *C++* Sep 2022 – Oct 2022

- A game where users can race, purchase, level up, breed and apply boosts to their virtual horses, by visiting in-game locations including the racetrack, horse market, stables, boost market, and breeding grounds.
- Project built using object-oriented principles.

EXTRACURRICALAR ACTIVITIES

Competitive Programming Club – Committee Member 2023-2024 Dec 2022 – Present

- Groups of three competing in timed competitions to solve the most algorithm and data structure problems.
- Competitions include the ANZAC rounds and ICPC Regionals.

Computer Science Club Jan 2023 – Present

- Keeping up to do date in the world of computer science with industry talks and meets.

TECHNOLOGIES

Proficient: C++, C, Python, Dart/Flutter

Experienced: JavaScript, HTML/CSS, MySQL, MATLAB, Vue