SKILLS

LANGUAGES | Python, Golang, Java, C/++, Bash, R, JavaScript

FULL STACK | HTML/Bootstrap, Django, SQL, MongoDB, Android, iOS, Git, Unix/Linux

ML & CLOUD | NumPy, PyTorch, Tensorflow, scikit-learn, Azure, Google Cloud, Conda, HPCC (cluster OS)

CREATIVE | CAD, Adobe Suite, Microsoft Office

AWARDS

1st Place + Axelrad Award for Best Computer Science Research | 2018

Princess Margaret Cancer Research Studentship for best undergraduate research | 2018

British Columbia Provincial Achievement Scholarship | 2018

Silver Medal + Top 20 @ Canada W ide Science Fair | 2017

1st Place Honours @ Sanofi Biogenius Challenge | 2017

EDUCATION

UNIVERSITY OF TORONTO

COMPUTER SCIENCE 2021 && STATISTICS ComSci GPA: && MATH (MINOR) 3.91/4.0

CS Core | Machine Learning,
Probability, Linear Algebra, Algs +
Data Structures, Software Design,
Object-Oriented Programming,
Computational Theory
Life Science (2017-18) | Evolution,

Biology, Chemistry, Genetics

EXPERIENCE

SOFTWARE ENGINEERING INTERN

GOOGLE | CLOUD BUILD INFRASTRUCTURE

- Designed, tested, and released 4 new binaries + Skylark container rules on Google Cloud Registry, providing backwards compatibility to the rules-docker open source repository
- Migrated Python backend to Go & incorporated Bazel to build hermetic Docker containers
- Implemented specifications for legacy & new V2.2/multi-OS Docker Image Schemas
- 10% Project (Google Serve): Kitchener-Waterloo Art Gallery touchscreen display software

SOFTWARE ENGINEER | OBJECT DETECTION

2019-Present

Summer 2019

AUTORONTO | U OF T AUTONOMOUS VEHICLE DESIGN TEAM

- Designed state-of-the-art ML classification models for pedestrian detection trained on open source datasets via SqueezeDet & other modern research techniques
- Worked collaboratively to deploy software for SAE Autodrive Challenge (1st place in '18 & '19)

MOBILE APP DEVELOPER | NLP + CHATBOT

2019-Present

HIRIDE INC.

- Student carpooling startup that replaces ride share events on social media and incorporates secure tracking + payment for safe, efficient travel; built with React.js
- Used **Dialogflow** to build interactive **chat bot** to **save 90%** of manual rider-driver coordination

RESEARCH

MACHINE LEARNING STUDENT RESEARCHER

2019 - Present

VECTOR INSTITUTE & FOR.AI | JIMMY BA (VECTOR), SHANE GU (GOOGLE BRAIN)

- Model-based deep reinforcement learning involving architecture search and meta-learning
- Improving **neural network** training and data efficiency with **progressive growth** optimization

COMPUTER SCIENCE RESEARCH INTERN

Summer 2018

MACHINE LEARNING RESEARCH GROUP | MICHAEL HOFFMAN

- Developed epigenetic annotation pipelines & adapted unsupervised ML (Segway + SciKit Learn) techniques to quantify and predict key cancer-linked proteins from 20+ high-res next generation sequencing datasets, validating 2 new ChIP-seq technologies
- Visualized generated insights on data resolution utility with R and Seaborn
- Results saw improved epigenetic annotation specificity by 60% compared to baseline

BIOMEDICAL ENGINEERING RESEARCH INTERN

2018-2019

IBBME/CHEM ENG. | PENNEY GILBERT + ALISON MCGUIGAN

- Created ImageJ macros combining Gaussian blurring algorithms to automate the detection and measurement of > 8 K muscle fibres in confocal microscopy images
- Reduced manual analysis time by 75% (> 1000+ hrs), accelerating experimentation

PROJECTS

DOC: Digital On-Call-Healthcare Consultant

BCGxGoogle GE Week 2019

- Built a javascript powered front-end interfaced with mixed-Gaussian statistical model that mapped health data to symptom diagnosis via real time NLP of speech transcript
- Won 1st Place Award out of select top 40 teams across all Canadian universities

ICLR REPRODUCIBILITY CHALLENGE | Team Co-lead

2018

• Implemented Initialized Equilibrium Propagation, a back-propagation-less deep learning algorithm, using Pytorch/Numpy along with full coverage unittests

SOCIALBIT HackMIT 2018

- Real-time 'social Fitbit' that tracks social interactions at the micro-scale and then visualizes
 the frequency of encounters with location tracking using D3.js & Firebase
- Implemented facial recognition algorithm with OpenCV/dlib + YOLOv3 that detects select acquaintances in live video from a glasses-mounted Raspberry Pi camera