



Education

University of Toronto

Toronto, ON | 2017-2022

- Bachelor of Applied Science in Computer Engineering
- Currently in Co-op Internship
- CGPA: 3.84
- Minor in Artificial Intelligence

Skills

Languages

C++

C

C#

Python

Java

JavaScript

HTML/CSS

Verilog HDL

ARM Assembly

Systems and Tools

Git

SQL

Linux

Android

Frameworks

ReactJS

AngularJS

NodeJS

jQuery

Bootstrap

Programming Techniques

Data Structure Design

Algorithm Design

Operating System Design

Machine Learning

Artificial Intelligence

Hardware Design

Interests

Algorithm Design

Video Game Design

UI/UX Design

Software Design

AI Design

Data Analysis

Experience

AMD | Display Software Engineering Intern

May 2020 - Present

Markham, ON

- Developing and maintaining user level applications to increase efficiency of display maintenance.
- Implementing additional features on existing applications to improve usability and performance.
- Responding to client reported issues and patching them on driver level code.

Projects

City Mapping Software | C++

January 2019 - April 2019

Toronto, ON

- Designed APIs, data structures and algorithms to sort and search through over 20 million data points.
- Designed flexible architecture to accommodate expansions using object-oriented programming.
- Developed a flexible UI system backbone that greatly improved speed of project completion.
- Designed a graphical UI system for concise and accurate presentation of information for the user.
- Created an algorithm to solve the Travelling Courier Problem, with our algorithm placing in the top 10% of the class.

Twice Upon A Time | JavaScript

May 2018 - In Progress

Personal Project

- Self-developing a turn-based role-playing video game in JavaScript.
- Designed custom menu systems for enhanced user interaction.
- Created multiple interlocking systems that work together to create an engaging user experience.
- Designed and developed innovative game mechanics to create interesting gameplay decisions and skill expression.
- Current working demo has approximately 3 hours of complete gameplay [available here](#).

Doodle To Gucci | Python, Artificial Intelligence

February 2020 - April 2020

Toronto, ON

- Created a neural network (cGAN) that generates a realistic render of a clothing item from a doodle image.
- Developed code to clean and pick a data set from over 500,000 images.
- Designed algorithms to train the neural network on the data set and produce high quality output.
- [Video presentation of the program can be found here.](#)