

EDUCATION

Master of Mathematics (MMath) | Computer Science

September 2020 - Present | University of Waterloo | Waterloo, ON Canada

- Focus in Human-Computer Interaction, currently researching the effects of perspective distortions in immersive interfaces
- Supervisors: Prof. Daniel Vogel & Prof. Craig Kaplan
- Completed coursework component of degree (**4.0/4.0 GPA**)

Honours Bachelor of Science (HSc) | Computer Science

September 2015 – June 2020 | University of Toronto | Toronto, ON Canada

- Specialist focus in **Computer Vision**
- Graduated with **High Distinction (3.57/4.0 GPA)**

EXPERIENCE

Research Intern

Adobe Inc. | May 2021 – August 2021 | Virtual

- Conducted novel research on 2D graphics in the Graphics Intelligence & Learning Lab
- Designed and administered an experiment and survey to identify visual preferences in typography

Research Assistant

Dynamic Graphics Project, University of Toronto | July 2020 – August 2020 | Toronto, ON Canada

- Designed a novel tool for visualization in virtual reality (VR) design space exploration
- Developed a VR prototype in **Unity 3D (C#)** for **Oculus Rift**
- Conducted remote user studies and reported results into a research paper (**Accepted to the ACM SUI 2021 conference**)

Software Developer Intern

Autodesk Inc. | May 2019 – August 2019 | Toronto, ON Canada

- Developed features for Autodesk Maya's Render Setup using **PyMEL, Python** and **Qt**
- Collaborated with designers to design and implement a grouping feature for organization and manipulation of object overrides
- Created a feature that summarizes information from the Maya node dependency graph

Software Developer PEY Intern

Intel Corp. | May 2018 – May 2019 | Toronto, ON Canada

- Architected and implemented an infrastructure in **Python** and **PostgreSQL** for organizing product attributes
- Maintained and extended a set of automated dashboards that displayed completion statistics for project management
- Coordinated project development with international teams
- Used mathematical models to predict FPGA static power consumption and wrote supporting software in **C++** and **Python**

TECHNICAL SKILLS

- Python
- C#, C++, C
- Java
- Git
- JavaScript, HTML, CSS
- Qt
- OpenCV
- Processing.js
- PyTorch
- Unity
- Photoshop
- Autodesk Maya

EXTRACURRICULARS

- **President** and Founder, The University of Toronto Computer Graphics Club (2016-2020)
- **Executive Member**, Toronto ACM SIGGRAPH Chapter (2018-present)
- **Team Leader**, SIGGRAPH 2019, 2020, and 2021 conferences
- **Student Volunteer**, UIST 2020 conference
- **Microsoft Student Partner**, Microsoft (2017-2020)
- **Vice President** of the University of Toronto Computer Science Student Union (2017-2018)