

FIRST LAST NAME

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Education

University Name

August xxxx - December xxxx

Bachelor of Software Engineering

GPA : [redacted, >3.5/4.0]

Spoken Languages: English, French

Skills: Python (Flask, Click, SQLAlchemy, Pytorch, Keras), Javascript (Node, React, JQuery), A.W.S., Kubernetes, Docker, Apache, C#, Java, C/C++, HTML/CSS, MySQL, PostgreSQL, Linux systems, Splunk, Kibana, Unity

Work Experience

[Redacted: AI Company] – AI Developer Intern

May – December xxxx

- Participated in modelling efforts for an abuse detection model (in collaboration with Amnesty, **Pytorch**).
- Trained models on various data sets to improve their generalization capability to real-world data.
- Implemented a **PostgreSql** storage in an internal tool to enable better scalability.
- Developed and released three Natural Language Processing products (**AWS, Kubernetes, Docker, Python**).
- Built the front-end of various demos for Natural Language Processing products (**React.js**).
- Improved tooling to automate the process of experimenting with Machine Learning models (**Python, Click**).
- Built tooling to benchmark models and audit data sets (**Python: Pandas, Matplotlib, Click**).

[Redacted: VideoGame Company] – Online Programmer Intern

May – August xxxx

- Created an administrative **REST API** in **C#**, auto-deployed from an S3 bucket, using **AWS (Cloud Formation)**.
- Contributed to moving a service used by millions of players to the cloud (**C#, MySQL**).
- Improved back-end services used by millions through bug fixes, refactoring and testing (**C#, Splunk**).

[Redacted: Voice Recognition Company] – Software Engineering Intern

January - April xxxx

- Brought a Natural Language Processing project from its very beginning to feature completeness (**Javascript**).
- Developed human-computer interaction features such as contextual natural language generation.
- Integrated an internal dialog API to an embedded speech recognition service.

Involvement

Engineering Undergraduate Society – IT Director

May xxxx– May xxxx

- Lead a committee of 8 members split into three sub-teams while providing support, guidance and direction.
- Maintain and improve 3 servers hosted on-premise and over 30 web services used by all of the school's undergraduate Engineering students (**Apache, MySQL, Linux, PHP, Amazon Web Services**).

Game Development Student Society – VP Finance

March xxxx– May xxxx

- Manage the club's budget and helped organize the 2017 & 2018 editions of a hackathon (150+ participants).
- Manage sponsors, industry relations and budget during the club's first year of operation.

Projects

[Redacted: Hackathon]

January xxxx

Created a proof of concept for quick hand-drawn character detection using convolutional neural networks. (**HTML, CSS, Javascript, Python: Flask, Keras**).

Hacktoberfest (Open-Source Hackathon)

October xxxx

Refactored a Reddit scraper (**Python**) and added random SHA keys to an online key generator (**PHP**).

[Redacted: Hackathon], Ranked 2nd overall

August xxxx

Created a web app to recommend Basketball plays using decision trees (**Python**).