Paolo Tous

Mississauga, Ontario
(647) 673-7031
paolo.tous@georgebrown.ca
github.com/paoloreus • linkedin.com/in/paolotous
https://www.paolotous.com/

OBJECTIVE

As a creative and self-driven student with a passion for technical research and interest in applied AI and Machine Learning, I would like to express my interest in the Software Engineer, Entry Level position. My strong interpersonal and communication skills along with my strong technical skills can be fully used to collaborate with peers, learn new technologies and contribute by deploying and enhancing high quality solutions in line with strategic initiatives and established technical standards.

HIGHLIGHTS OF QUALIFICATION

- Experience in back-end languages such as Java, Python, C# and PHP and working knowledge in front end languages such as JavaScript as well as databases such as Oracle SQL and MongoDB.
- Experienced in planning and executing efficient software for administrative purposes such as online retail, administrative management and technical support using Object-Oriented languages and ability to define and track issues at the repository level using GitHub tickets.
- Over 4 years in interpersonal and customer service driven jobs where I used my adaptive and leadership skills under stressful situations within strict deadlines in a fast-paced environment.
- Active leader with strong collaborative skills and experience in improving existing programs and verifying software functions according to specifications and business requirements.
- Strong team player and quick learner with the ability to analyze business requirements and converting them into technical solutions with a strong knowledge in deep neural networks and their implementations with Keras and TensorFlow.
- Keen eye for detail and excellent problem-solving skills in Agile Scrum development.

TECHNICAL SKILLS

- **Languages:** Java, C, C#, Python, JavaScript, PHP, Go, GNU Octave and Swift.
- **Documentation Tools:** Microsoft Word, Excel, Git, GitHub and Oracle Business Intelligence.
- **Web Technologies:** Bootstrap, HTML, ASP.NET Core, Spring, Node, React, Angular and Flask.
- **Tools:** Visual Studio, Google Colab, IntelliJ, Anaconda and WebStorm.
- **Databases:** MSSQL, Oracle SQL, SQLite, MongoDB and MYSQL.
- **Machine Learning Tools:** NumPy, Pandas, OpenCV, Scikit-Learn, Keras and Tensorflow.

EDUCATION

Computer Programming and Analysis	**May 2020 – Apr. 2022**
George Brown College, Toronto, ON	GPA: 3.84

Programming Coursework: Data Structures & Algorithms, Object Oriented Principles, Databases, Networks, Logic Design, Data Science, Full Stack Development, Android and Web Development.

Software Development and Network Engineering	**Sep. 2018 – Dec. 2019**
Sheridan College, Oakville, ON	

PROJECTS

Dog-Cat Recognizer (https://github.com/paolotous/Dogs-Cats-Recognizer)
- Developed a Deep Learning Model that trains on a dataset of images to recognize cats and dogs.
- Image Preparation has been implemented using ImageDataGenerator and validation accuracy is 95%.
- Utilized Python, Keras and TensorFlow to implement CNN and train an effective model.

Technical Support (https://github.com/MondiKoci/Sporting-Tech-Support_V.2/tree/V2Dev)
- Developed a Web Application to track technical support service calls referred to as incidents in a database that also stores information about the company's customers, products and technicians.
- Utilized ASP.NET Core and C# to integrate the MVC pattern to allow an optimal flow of operations.

Digits Recognizer (https://github.com/paolotous/Handwritten-Digits-Recognizer)
- Developed an application that allows users to draw digits on the canvas provided within the GUI.
- The trained KNN Classifier would predict the digit which the user has drawn with 98% accuracy.
- Utilized Python, Tkinter and Scikit-Learn to train and deploy an effective Machine Learning model.

Hash Game (https://github.com/paoloreus/Hash-Game)
- Developed a Console application that allows users to easily play a game where they would create a character, buy weapons from a shop or add/delete weapons for the shop manager and view items.
- The application stores information using Hash Tables for optimal search runtime with low clustering.
- Utilized Java and Object-Oriented principles to implement Quadratic Probing and Separate Chaining.

WORK EXPERIENCE

Machine Learning Engineer Intern   **Sep. 2021 – Present**
GDG Cloud Toronto, Toronto, ON
- Lead Machine Learning Developer in a research project aimed to implement a human-like chatbot.
- Worked as part of a 4-member team ensuring that stakeholders' vision and requirements were met by creating, testing, and deploying dynamic components to store, retrieve and manipulate data.
- Researched, prototyped, built features, and optimized machine learning and deep learning techniques such as SVM, Logistic Regression, LSTM, CNN etc., using Scikit-Learn, Keras and Tensorflow on CPU environments using Colab and GPU environments using CUDA and Jupyter.
- Deployed powerful back-end systems using Python and Flask while collaborating with the front-end team to connect back-end features such as database, trained chatbot and routing through the website with the front-end's stylish and appealing design.

Food Runner   **Sep. 2019 – Present**
Real Sports, Toronto, ON
- Developed strong leadership and compelling interpersonal skills when adapting to concerns that customers presented in a patient and understanding demeanor.
- Assisted with onboarding several co-workers and participated in the managing of the staff to provide efficient guest satisfaction by effectively running food orders and responding to guest and co-worker inquiries in a dynamic business environment.
- Documented shifts and onboarding as well as customer orders in an organized manner.
- Provided constant professional and engaging service towards customers as well as displayed enthusiasm and knowledge about our company's products.