Kazi Takia Talha

+1(647)836-8027 | takia.talha@mail.utoronto.ca | LinkedIn | Website |Github

EDUCATION

University of Toronto Mississauga

Honors in Bachelor's of Science (H.Bsc.), Computer Science & Mathematics + (PEY Co-op)

Relevant courses: Introduction to Computer Science(Python), Software Design(Java), Introduction to Theory of Computation, Computer Organization(RISC-V) , Introduction to Machine Learning, Data Structures & Algorithms

TECHNICAL SKILLS

- Programming: C++, C, Python, Java, RISC-V Assembly, HTML, CSS, JavaScript,
- Professional Skills: Team player, Problem solver, Effective communicator
- Frameworks: JavaFX, Sklearn , PyTorch
- Others: Git, Github, GitLab, Notion, Microsoft, Bash Scripting

EXPERIENCE

ML Developer, NucleAIse , U of T Machine Intelligence Student Team

- Extracted and analysed features and other data from fasta, csv and .obo files.
- Collaborated using GIT & Notion, learning effective design & communication skills for large-scale ML development projects.
- Implemented One-vs-Rest, Binary Relevance, and Hierarchical Multi-label Classification for feature engineering in protein data and to predict protein function from protein sequences.

Website Manager, UTM MSA

- Managed the website of the MSA using HTML, CSS, and JavaScript.
- Collaborated with the executive team to ensure the website was up to date with the latest events and information.
- Worked with the executive team to ensure the website was user friendly and easy to navigate.

PROJECTS

Thyroid Cancer Recurrence Prediction View Project

- Utilized traditional models and neural networks to predict thyroid cancer recurrence.
- Employed clustering techniques to identify key features in recurrence patients.
- Analyzed contrasting characteristics between recurrence and non-recurrence cases.

Adventure Game View Project

- Developed a text-based interactive game inspired by the classic console based 'Colossal Cave Adventure'.
- Worked as a team of 4 to implement accessibility features, enforce various design patterns and employ scrum/agile methodologies.
- Effectively collaborated using GitLab.

Mission: Extreme - iGraphics Project View Project

- Developed a game made with iGraphics engine using OpenGL library in C and C++.
- Collaborated in a team of two to design and implement the game.

Sokoban View Project

- Created a classic Sokoban game using Assembly language.
- Assembled and refined the game's logic and created a pseudo random sequence generator in Assembly.

AWARDS & ACCOMPLISHMENTS

Dean's Merit Award

Scholarship in recognition of achieving over 95% as well as extracurricular participation

UofT International Scholar Award - $100,000

Scholarship in recognition of international students who demonstrate superior academic achievement