RANDY LA

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Education

York University   **Expected Apr 2026**
Honours International Bachelor of Science   *Toronto,* Ontario
Computer Science

Summary of Qualifications

Languages: Python, JavaScript, TypeScript, SQL, Assembly (RISC-V), Verilog, HTML/CSS, C, Java
Frameworks/Libraries: Flask, Angular, jQuery, Node.js, React.js, React Native, Tensorflow
Development tools: Git, Bash (Linux), Firebase, Android Studio, Eclipse, Docker, Postman, Heroku, Stripe

Work Experience

Software Engineer Intern | **Tensorflow, Postman, Stripe, Firebase**   **Sep 2024 – Ongoing**
GastroTrackAI Inc.   *Toronto, Ontario*

- Led a team of 3 developers to improve the model of a biomedical app that utilizes machine learning to monitor and detect bowel symptoms, resulting in a 40% increase in the accuracy of stool analysis by optimizing the model with TensorFlow
- Optimized AI model performance by implementing machine learning techniques, resulting in a 25% reduction in false positives, significantly improved overall detection speed, and enhanced model scalability to handle increased data
- Integrated secure and scalable payments using Stripe, connecting it with Firebase for real-time transaction tracking and user verification. Streamlined API testing with Postman, optimizing overall app ecosystem and user experience

Computer Camp Director | Java, Python, Godot, Tinkercad   **June 2024 - Sep 2024**
KGM - Kids Great Minds   *Newmarket, Ontario*

- Led week-long technology camps for students aged 10-18, delivering dynamic and engaging lessons in programming languages such as Python and Java, 3d modeling and 3d printing, game development, app development, and more
- Improved current lesson plans and created new curriculum modules, broadening the company's offerings and contributing to the camps growth, leading to a 20% increase in the adoption and proficient use of AI principles

Mobile App Developer Intern | **React Native, Typescript, Python, Flask, Firebase**   **May 2023 – Sep 2023**
GastroTrackAI Inc.   *Toronto, Ontario*

- Contributed over 7000 lines of code to develop app features and the UI of a mobile biomedical app that utilizes machine learning to track intestinal illnesses, implementing Firebase databases to enhance functionality and data management
- Collaborated with medical specialists and the CEO to research emerging trends in medicine and nutrition APIs, resulting in the development of features for streamlined tracking of users' dietary habits and medication regimens
- Utilized React Native/Typescript/Android Studio for the front end and Python/Flask for the back end, working closely with a startup tech company to publish the app for IOS and Android users within a tight timeline of 5 months

Math and Programming Instructor | Python   **Nov 2023 - May 2024**
Marilake Academy   *Scarborough, Ontario*

- Prepared comprehensive lesson plans for Math and Computer Science (Python) to teach to younger accelerated students in classrooms of 10 to 19 students, emphasizing clear communication and interactive presentations
- Regularly communicate with parents in parent-teacher interviews to effectively address concerns and provide updates on students' academic progress and achievements, demonstrating strong interpersonal and social skills

Projects

http://randyla.com/#bopify

Bopify - Mobile Dating App | **React-Native, Python, Flask, Spotify API, Firebase**

- Designed a dating app to match users through music. Uses the Spotify API to collect user data and matches via graph-based recommendation systems that analyzes music taste overlap based on top artists and tracks using Jaccard Similarity
- Implemented secure user authentication and profile management using Firebase, ensuring data privacy and seamless onboarding. Developed a real-time messaging system for user interaction, enhancing engagement and communication.

http://chessflask.pythonanywhere.com

Chess Engine Web Application | **Python, Javascript (Ajax), Flask, HTML/CSS**

- Chess engine web app built using Python and Javascript that includes an implementation of the minimax algorithm to recursively calculate moves. Deployed the website in a cloud based environment while performing ongoing monitoring
- Implemented alpha-beta pruning to optimize the performance of the minimax algorithm, resulting in significantly faster move calculations and improved gameplay experience for users