DARSHAN KASUNDRA

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Education

University Of Toronto   **Sept. 2023 - Present**
Bachelor of Applied Science (B.A.Sc.) in Computer Engineering + PEY Co-op   *Toronto, ON*
- **Relevant Coursework:** Programming Fundamentals (C++), Computer Fundamentals (C), Software Design and Communication (C++, Git), Computer Organization (Assembly).
- **Dean's List:** Fall 2024 (GPA: 3.52/4.0)

Technical Skills

Languages: Python, C/C++, C#, SQL, JavaScript, TypeScript, React, Three.js, HTML/CSS, MATLAB
Developer Tools: Microsoft Power Apps & Power Automate, PowerBI, Office 365 Applications, PyTorch, Socket.IO, REST APIs, WebXR, DevOps, Git, GitHub, Valgrind, Bash, VS Code, Quartus, ModelSim
Skills: Problem-Solving, Communication, Collaboration, Adaptability, Technical Documentation, Critical Thinking

Projects

Phish Email Detector (GitHub) | *Python, PyTorch, Google Colab, Kaggle, React.js, Flask*
- Developed AI-powered email security solutions utilizing transformer **neural networks** for advanced phishing detection.
- Engineered data pipeline for **18k+ emails with 80% efficiency** and tokenization for enhanced model feature recognition.
- Achieved **95% detection accuracy** in **10 epochs** with GDPR-compliant zero-storage architecture.

Public Speaking VR Simulator (GitHub) | *Python, Three.js, Google Gemini API, WebXR, Socket.IO*
- Engineered a real-time **VR public speaking environment** by integrating **Three.js** with **WebXR API** featuring 6 interactive audience avatars for realistic speech simulation.
- Implemented bi-directional communication using **Socket.IO** and **Flask** backend, creating a speech processing pipeline that combines **real-time audio transcription** with **Google Gemini API** for dynamic Q&A generation.
- Developed an immersive **UI system** featuring a floating question display, interactive timer, and VR-optimized button controls.

Movie Browser (GitHub) | *JavaScript, React, HTML, CSS*
- Created a dynamic movie browser using React, integrating the **TMDB API** to fetch and display latest movie data.
- Designed **responsive UI/UX** with HTML, CSS, and Bootstrap 5 allowing users for smoother navigation across multiple devices.
- Implemented real-time movie filtering with **JavaScript** to enhance search functionality.

Pong Game | *C++, OOP Principles*
- Engineered a single-player Pong game using **C++ and OOP** that contained 3 classes (Ball, Player, Screen).
- Designed **adaptive difficulty**: decreased paddle size (1 unit/2 hits), introduced up to 5 balls/5 hits.
- Developed real-time physics (gravity, collision detection) with **60 FPS** performance via efficient frame updates.

Reversi/Othello Game | *C*
- Designed command-line Reversi AI solver using **Greedy algorithm** for immediate condition optimization.
- Developed interactive **command-line UI & Bash testing** framework for efficient testing/debugging.

Experience

Soccer Coach   **Jul. 2024 to Aug. 2024**
Summer FC   *Sault Ste. Marie, ON*
- Led a team of **50+ players** in developing their fundamental soccer abilities.
- Organized and directed practice sessions for **20 athletes** per session.
- Improved overall team and individual skill performance.

Produce Clerk   **Jun. 2023 to Aug. 2024**
Food Basics   *Sault Ste. Marie, ON*
- Organized produce shipments averaging **800 pieces**, maintaining inventory in both retail displays and storage areas.
- Upheld rigorous quality control standards and **achieved 100% compliance** with health regulations.
- Delivered **excellent customer service** while handling 15+ daily product inquiries.

Tutor   **Mar. 2020 to Aug. 2023**
Kumon Math & Reading Center   *Sault Ste. Marie, ON*
- Tutored **100+ students** over 3 years to develop their math and/or reading skills.
- Provided personalized feedback and evaluation on worksheets using effective **communication skills**.
- Achieved measurable results, enhancing their reading and math levels by an average of **2 levels per year**.