



Kaz Tahara-Edmonds

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Education

University of British Columbia Sept 2021 – May 2025 (Projected)
Combined Major in Computer Science and Business;
3rd Year, Dean's Honour List; GPA: 3.7

Technical Skills

- Programming** - Advanced proficiency in C++, C#, Python, Java, JavaScript, and React developed through a combination of formal education and 7+ years of self-directed learning.
- Machine Learning** - Hold advanced knowledge in training and deploying various neural networks using TensorFlow, Keras, PyTorch, and Hugging Face for predictive modeling. Have a strong focus on Natural Language Processing (NLP).
- Database Management & API Development** - Adept in managing MongoDB databases, integrating APIs for backend-frontend communication, optimizing SQL queries, and utilizing proper security practices.
- Agile Project Management** - Experienced in applying Agile methodologies and utilizing Jira for task tracking and Git for version control, ensuring codebase integrity throughout project development.

Professional Experience

- Software Engineer Co-op, Machine Learning & Financial Data — Tegus** Sept 2023 – Present
 - Part of the Financial Data Mapping team, specialized in developing and training NLP neural networks to map and structure financial data from SEC filings using TensorFlow, PyTorch, HuggingFace, and GPT.
 - Employed Agile methodologies for iterative development and improvement, enabling continuous feedback and ensuring the accuracy and reliability of financial data mapping.
 - Collaborated closely with cross-functional teams, utilizing Git for version control, code review, and issue tracking to ensure alignment on goals and resolve issues promptly.
- Software Engineer Intern — Innovenium Technologies Inc.** April 2022 – Feb 2023
 - Full-stack development of an academic networking iOS app using React Native, Node.js, Express, and MongoDB. Implemented WebSocket for real-time communication and enhanced security with JWT and RESTful APIs.
 - Increase user feedback by 55% by obtaining feedback from stakeholders, swiftly implementing new features, and utilizing CI/CD and A/B testing.
 - Organized and facilitated communication within a large developer team using Jira and Slack. Conducted weekly meetings to align goals and address issues.
- Automation Engineer Intern — Blastworks Inc.** May 2022 – August 2022
 - Improved full test pass efficiency by 22% by designing automation systems in C# for a mobile game played by over 1 million users.
 - Learned how to coordinate and work with a team of developers and QA using JIRA and version control software operating under the agile workflow.
 - Appointed lead of verifying payments systems and compatibility with third-party providers for an in-app store that generates over \$400,000 in monthly revenue.

Personal Projects — Portfolio: www.kazkte.com

- Entirely Automated AI-Powered News — www.neuraltimes.org** April 2023 – Present
 - Engineered an automated AI-powered news site by leveraging NLP embedding techniques for clustering news stories with similar semantic meanings, and using GPT API for writing.
 - Achieved full automation and autonomous topic selection, content sourcing, writing, and publishing by integrating our AI technology with AWS EC2, Docker, and RabbitMQ.
- Solo Developer — Developed a Mobile Game with 130,000+ Users** March 2019 – June 2021
 - Developed and released a start-to-finish game entirely from scratch in C# by learning about mobile implementation, AI behavior, item systems, and character programming with the Unity game engine
 - Employed App Store optimization, content-driven engagement strategies, and user experience enhancements, organically growing the user base to over 130,000+ users.