

# Tales Scopinho

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## EDUCATION

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### University of Toronto

Honours Bachelor of Science in Computer Science (cGPA: 3.9/4.0)

Computer Science Specialist w/ Mathematics and Statistics Minors

Extracurricular: student of U of T's Technology Leadership Initiative program

Toronto, ON

Sep 2019 - Apr 2023

## EXTRACURRICULAR EXPERIENCE

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### Research Director

Google Developer Student Club

- Responsible for researching technologies and resources in tech to present as workshops to students from all backgrounds interested in computer science.

Aug. 2020 – Present

Toronto, ON

### Director of Marketing

UofT AI (University of Toronto Artificial Intelligence Group)

- Lead a team of **15 students** responsible for UofT AI's marketing operations, from managing its social media presence to advertising an annual conference with **2,000 participants** expected.

Aug. 2020 – Present

Toronto, ON

External Relations Executive

- Lead the organization of an international machine learning competition with over **100 students** from teams from the **top 25 universities** in North America (Stanford, MIT, Carnegie Mellon, UC Berkeley, etc.) with a budget of **\$100,000** and partnerships with Google AI, IBM, DeepMind, AccuWeather, Vector Institute, etc.
- Created monthly newsletters about artificial intelligence news and events in Toronto for over **1,300 recipients**.

Feb. 2020 - Aug. 2020

### Project Developer

University of Toronto Machine Intelligence Student Team

- Participated in the planning and execution in a group of 6 students to implement a machine learning bot in **PyTorch** capable of playing the game Cards Against Humanity using the NLP HuggingFace Library.

Aug. 2020 – Nov. 2020

Toronto, ON

## PUBLICATIONS

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Scopinho, Tales (2020, August). Neural Networks on Recruiting Athletes (Viewpoint). STEM Fellowship Journal.

## PROJECTS

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**Self Driving Car Deep Q Network** | *Python, Tensorflow, Numpy*

[\[Code\]](#)

**Break & Enter Crimes Analysis for the Toronto Police** | *R*

[\[Slides\]](#)

**Function Ride: a Math Game for High School Students** | *Java*

[\[Code\]](#)

## SKILLS

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**Programming Languages (Proficient):** Python and Java.

**(Familiar):** R, JavaScript, HTML, CSS, Verilog, LaTeX.

**Languages:** English (Fluent), Portuguese (Native), Spanish (Advanced), German (Intermediate).

**Motion Design:** After Effects, Premiere Pro, Cinema 4D. [\[Portfolio\]](#)

## AWARDS AND HONORS

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**2020** Awarded Dean's Honors Scholar

**2019** First Place at the STEM Fellowship Literature Review Competition.

## SPORTS AND HOBBIES

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**Basketball:** Played rep and high school basketball. Awarded league's MVP and 2x division champion.

**Models UN:** Competed in a variety of Models United Nation in high school. A highlight was my eligibility to compete at the FACAMP Models United Nation.

**Intramural:** Played multiple Intramural Sports in University. Namely: Basketball, Flag Football and Table Tennis.

**Hobbies:** Love to play the Ukulele and practice calisthenics in my spare time.