

Adwait Gadigone

(289) 952-9048 | adwaitgadigone14@gmail.com | github.com/AdwaitGadigone | www.adwait.world

EDUCATION

University of Toronto (St. George)

Bachelor of Applied Science (BASc), Computer Engineering + PEY Co-op | AI Engineering Minor

September 2025 – April 2030

Toronto, ON, Canada

High School Diploma

St. Edmund Champion S.S

September 2021 – June 2025

Brampton, ON, Canada

- Advanced Placement Program, Honour Roll Graduate (**97%**)
- ICT (Info-Comm Tech) SHSM Student Leader, Founder/President of AI & Game Development club, Vice-President in Investment club, Director of Operations in Robotics club, Student Tutor at Coco & Cram

TECHNICAL SKILLS

Languages: Python, Java, C/C++, JavaScript, TypeScript, Bash, HTML/CSS, SQL

Technical Skills: Git, Unity, GameMaker (GML), Azure Vision, TensorFlow, OpenCV, MediaPipe, NumPy, MATLAB, RAG Pipelines, Computer Vision, NVIDIA Omniverse, Audio2Face, MetaHuman Creator

Tools and Platforms: GitHub, Visual Studio, PyCharm, Fusion 360, Eclipse, G Suite, Microsoft 365 (SharePoint, Teams, Excel, Word), Miro, Adobe Creative Suite, React, Next.js, Node.js, Express, FastAPI, Flask, PostgreSQL, Redis, Docker, Vercel, AWS, Linux, FFmpeg, RESTful APIs, LLMs, Pandas

Professional Skills: Leadership, Teamwork, Communication, Problem Solving, Agile Development

EXPERIENCES

UTMIST - Machine Learning Fundamentals (MLF)

UTMIST (University of Toronto Machine Intelligence Student Team)

October 2025 – Present

Toronto, ON, Canada

- Completed an 8-week supervised **ML program** in Python implementing **linear regression, logistic regression, neural networks** with forward propagation and backpropagation, decision trees, random forests, and Naive Bayes classifiers on standard datasets, with focus on bias-variance tradeoff, optimization algorithms, and model evaluation metrics.
- Attended a 2-session **CUDA** parallel programming workshop covering GPU computing fundamentals and parallel execution models that underpin modern deep learning systems, and a **Computer Vision** workshop series covering 2D image understanding, generative models, and 3D scene reconstruction.

AI and Game Development Instructor

Dufferin-Peel Catholic District School Board

September 2024 – June 2025

Brampton, ON, Canada

- Founded and scaled a **20+** member program, designing and delivering a year-long deep learning curriculum across weekly structured sessions in **Python**, building and deploying production **ML** projects including **TensorFlow** prediction models, **Azure Vision** image classifiers, and a game-state Tic-Tac-Toe algorithm engineered to be unbeatable across all possible game states.
- Built live computer vision demonstrations in **OpenCV** and **MediaPipe** covering real-time feature extraction and object detection, guiding 40+ students through training **CNNs** and **RNNs** using **TensorFlow** and **Keras** and deploying their models as live shareable web applications.
- Architected game-development frameworks and example projects in **GameMaker** (GML Visual and GML Code), coaching teams on game logic, collision systems, and mechanics that secured **4th and 5th place medals** out of all schools in the 2025 DPCDSB board-wide competition.

FuturIQ Inc.

Research & Software Development Intern

August 2024 – October 2024

Brampton, ON, Canada

- Built a photorealistic AI-driven digital human in **Python**, **Unity**, and **NVIDIA Omniverse** using MetaHuman Creator and Audio2Face for real-time AI-driven lip sync, deployed as a client-facing web API to simulate human-like interactions for local small businesses, driving a **25%** increase in average user session duration.
- Integrated chatbot APIs with Unity visual frontend systems in Python, debugged model performance bottlenecks across the AI-to-avatar response pipeline, and shipped a beginner-friendly **HTML/CSS** interface to deploy the chatbot as a production-ready tool accessible to non-technical users.
- Worked directly with **2+ local business clients** to understand their daily operations and workflow challenges, delivering tailored AI solutions that eliminated **3 hours** of manual content review per week and replaced manual business processes with AI-driven automation.

PROJECT EXPERIENCE

Let's Get Together — Monitor Storage System Design for Tech4All Hub

January 2025 – April 2025

University of Toronto (APS112) | Client: Let's Get Together - Tech4All Hub, Mississauga, ON

- Designed a modular computer monitor storage and tracking system for Let's Get Together's Mississauga **Tech4All Hub**, engineering spatial configurations that securely organize **30+ monitors** and reduce projected floor space usage by **35%**.
- Developed CAD models in **Fusion 360** and ran iterative spatial simulations and load tests to validate structural integrity and optimize layout, delivering a final design within a strict **\$500** budget.
- Worked directly with the client to understand day-to-day operational challenges, align on priorities like accessibility and safety, and translate feedback into **10+** clear, measurable design requirements before presenting the final design to the client.

Verity – AI-Powered Canadian Misinformation Detector

March 2026

Software Developer - Hack Canada 2026 Project

- Built and shipped an AI-powered credibility analysis tool end-to-end in **under 24 hours**, scoring Canadian news articles across **6 weighted criteria** derived from the official Canadian government cybersecurity framework (CCCS ITSAP.00.300) and producing a **0–100** credibility score per article, ranking **top 10** at Hack Canada 2026.
- Engineered the **Python/Flask** backend, integrating **Google Gemini 2.0 Flash** for AI-driven article analysis, **ElevenLabs** for audio verdicts, a RAG memory layer via **Backboard.io** so the app retains previously analyzed articles, and a custom source-reputation dataset built from a curated MBFC publisher list to flag known misinformation sources.
- Shipped Verity live at **verityca.vercel.app** with a lightweight **HTML/CSS/JS** frontend and implemented smart result caching so repeat article lookups return instantly without burning through API quota.

Real-Time AI Facial Geometry Analysis Engine

January 2026 – April 2026

Software Developer

- Built a fully client-side **computer vision** pipeline in **JavaScript** using Google **MediaPipe** Face Mesh to track **468 facial landmarks** in real time directly in the browser with no server involvement, cutting analysis latency to zero and making the tool infinitely scalable at no infrastructure cost.
- Implemented **5 custom geometric ratio algorithms** (Canthal Tilt, FWHR, Midface Ratio, Bilateral Symmetry, and Golden Ratio adherence) with live measurement overlays drawn frame-by-frame onto the webcam feed to visualize each calculation as it happens.
- Engineered a **10-second** temporal averaging window that suppresses per-frame landmark jitter and locks in a stable final score across all 5 metrics, packaged with **Vite** and shipped live to production at **chudjs.vercel.app**.

High Park – Cantilevered Boardwalk Accessibility Design

September 2025 – January 2026

University of Toronto (APS111) | Client: High Park, Toronto, ON

- Managed a **5-person** engineering team as Project Manager to design and deliver a **\$1.35M** cantilevered elevated boardwalk proposal for High Park, coordinating deliverables, timelines, and client communication across the full project lifecycle from site visit to final design presentation.
- Led the team through evaluating **80+** design concepts down to a final recommended solution that corrected dangerous terrain slopes of up to 17° down to **under 2.9°** , meeting AODA accessibility standards for **1M+** annual High Park visitors.
- Conducted a primary site visit to collect terrain measurements and engaged directly with the client to translate field observations and environmental constraints into concrete, measurable design requirements for the final proposal.

TigerType - Typing-Improvement Web App (2nd Place)

February 2025 – March 2025

BearHacks: DPCDSB's First Board-Wide Hackathon

- Engineered a real-time keystroke tracking system in **JavaScript** that calculates **WPM** and accuracy on every keypress using live DOM manipulation and event listeners, producing instant per-character feedback with no page reloads.
- Built a multi-theme UI system in HTML and CSS with dynamic theme switching, delivering a polished user-facing experience that drove a **15%+ average increase** in typing accuracy across repeated sessions.
- Shipped a fully functional product with a 3-person team under hackathon time constraints, earning **2nd place** out of all board-wide submissions at DPCDSB's first ever hackathon.

CERTIFICATIONS

First Aid & CPR Level C with AED Awareness – Workplace Medical Corp

Issued Nov 2024 – Expires Nov 2027

Machine Learning – Swift Kids

Issued Mar 2025

Artificial Intelligence & Business Ethics – LearnIt

Issued Nov 2024