

Michael D'Angelo

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Eight years experience in **C++/Python/web** design and development
Strong theoretical foundation in **mathematics** and **computer science**
Full-stack development across domains: **gaming, ML/AI, data, biotech**
Deep understanding of **AI models, techniques, and frameworks**

PROFESSIONAL EXPERIENCE

BENCHSCI Toronto, ON

Lead Engineer, Machine Learning Jul 2024 – Present

Biomedical data extraction with generative AI – Python, SQL, GCP

Senior Software Engineer, Data Oct 2021 – Jun 2024

Biomedical data extraction and data pipeline development – Python, SQL, GCP

UNTETHER AI Toronto, ON

Software Engineer Mar 2020 – Aug 2021

Framework, quantization, and kernels for neural network inference – Python, C, Assembly

STEREO D Toronto, ON

Software Developer May 2019 – Mar 2020

Full-stack development for movie FX asset management system – PostgreSQL, Python, C++

ELECTRONIC ARTS (EA) Vancouver, BC

Software Engineer Nov 2017 – Apr 2019

Full-stack game development on NHL Ultimate Team – MySQL, C++, Lua, Python, ActionScript

Software Engineer (Coop) Jan 2016 – Aug 2016

Game UI development on FIFA Ultimate Team – C++, ActionScript

EDUCATION

UNIVERSITY OF WATERLOO Waterloo, ON

Bachelor of Computer Science Honours Computer Science, Music Minor, 2017