Jaynik Sheth

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EDUCATION

University of Toronto

Sep. 2024 – Apr. 2029

Honours Bachelor of Computer Science (A&S Internship Program)

Toronto, ON

- Program of Study: Computer Science Specialist & Statistics Minor
- Courses: Software Design, Intro to the Theory of Computation & Probability, Statistics and Data Analysis I

WORK EXPERIENCE

Software Engineer

Oct. 2025 - Present

UofT Trustworthy Machine Intelligence Team (TMI)

Toronto, ON

- Designing and implementing multi-agent social simulations in Python to model cooperation and fairness in small-world networks, analyzing emergent behaviors such as norm diffusion, polarization, and trust dynamics.
- Architecting a scalable backend infrastructure for LLM-driven simulations using FastAPI, asynchronous event loops, enabling efficient API communication, real-time analytics, and high-throughput data processing.

Founder & Lead Developer

Jun. 2025 – Present

Playgenix

Toronto, ON

- Building an AI-driven web platform that provides automated video analysis for gamers through real-time, frame-by-frame gameplay evaluation using **OpenCV** and **Bayesian ML models** to provide real-time feedback.
- Implementing user auth & session management with FastAPI & Supabase to secure user data & uploads.

Web Developer

May 2024 – Present

Dynamic Physiotherapy

Maple, ON

- Developing and maintaining a fully responsive healthcare clinic website using HTML, CSS, & JavaScript, improving customer engagement and accessibility by 45% through regular content updates and UI/UX optimizations.
- Ensured 99.9% uptime and fast load speeds by managing hosting, SSL, and DNS configurations via cPanel.
- Collaborating with staff to develop client-focused web solutions, enhancing the website for 2,000+ patients.

Program Developer

Jun. 2023 – Aug. 2023

In spire Tech

Parry Sound, ON

- Developed and deployed cloud-based programming and cybersecurity education software using Python, JavaScript, & Cisco Packet Tracer, expanding access to 1,000+ students & increasing platform engagement by 25%.
- Collaborated with a team to design 20+ technical challenges in coding, robotics, & cybersecurity for innovation competitions, enhancing participants' problem-solving accuracy and competition participation by 40%.
- Supported efforts to promote the business to investors, contributing to successful outreach and business growth.

PROJECTS

NBA Insights | Python, Flask, NumPy, scikit-learn, Matplotlib, HTML/CSS/JS, RESTful APIs

Apr. 2025

- Designed and deployed an end-to-end **ML pipeline using scikit-learn** to cluster 450+ NBA players into statistical archetypes, optimizing Gaussian Mixture Models to achieve a 0.62 silhouette score after PCA.
- Automated data ingestion by integrating the nba_api with in-memory caching, enabling 10K+ data calls per session while eliminating 80% of redundant API requests and maintaining sub-200 ms query latency.
- Created a modular, OOP Flask backend and responsive frontend using HTML/CSS/JS and Bootstrap, integrating Chart.js and Matplotlib for interactive comparisons of up to five players across multiple stats.

UofT Adventure Game | Python, OOP, JSON, Flask

Feb. 2025

- Built an interactive adventure game set in the UofT campus using object-oriented programming principles.
- Designed a modular architecture using object composition to structure game elements, implementing a dynamic event logging, inventory, item, and undo systems to enhance gameplay flexibility and player experience.
- Developed a modular JSON parser that enables dynamic content loading for the seamless addition of content.

TECHNICAL SKILLS

Languages: Python, Java, JavaScript/Typescript, Node.js, React.js, C/C#, HTML/CSS, R Libraries/Databases: FastAPI, Flask, NumPy, PyTorch, scikit-learn, Jupyter, OpenCV, Supabase, SQL Developer Tools: Git/GitHub, Linux/WSL, Docker, Vercel, Railway, VS Code, JetBrains IDEs, Arduino IDE Certificates: Quantium SWE Job Simulation, CodeSignal Git Version Control & Data Analysis w/ Python