Neil Mehta

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EDUCATION

University of Toronto **Toronto, ON**
B.Sc, Honours Double Major in Computer Science and Mathematics *Sept 2019 - Dec 2024*

TECHNICAL SKILLS

Languages: Assembly (RISC-V), C, C#, C++, Go, Java, JavaScript, .NET, Python, SQL, TypeScript
Frameworks: Kubernetes, NodeJS, Numpy, Terraform, TensorFlow, Pytorch, Jenkins
Tools: AWS, Azure, Docker, GCP, Git, MongoDB, Postman, Unix

WORK EXPERIENCE

Machine Learning Engineer
First Canadian Title Insurance, Apr 2025 - Present

* Led design and optimization of a company-wide AI platform, boosting document processing efficiency by 57% and cutting manual verification by hundreds of hours weekly.
* Developed an AI mortgage analysis assistant used across the company and 20+ lending partners, detecting signature, date, and name anomalies with 95% accuracy to streamline compliance.
* Led a team of 3 interns in migrating a legacy rule engine to a dynamic ML-driven system, increasing anomaly coverage by 27% in the first quarter post-launch.

Mathematics Teaching Assistant
University of Toronto, Aug 2024 - Apr 2025

* Collaborated closely with course instructor to design and refine weekly teaching materials for a variety of mathematical topics, tailoring content to match evolving lecture topics and student needs.
* Prepared and led interactive tutorial sessions by reviewing core concepts in advance, creating targeted, interesting problem sets, and anticipating common misconceptions to improve clarity and engagement.
* Contributed to a 2% increase in the course average compared to the previous year by enhancing tutorial structure and aligning support with lecture content through strategic planning.

Backend Software Engineer
KOHO Financial, May 2022 - Apr 2023

* Automated new release database migration using Go and SQL. Integrated migration into GitHub deployment pipeline, reducing feature launch time by 25%.
* Refactored end-user tier subscription workflow, leading to 3% more subscriptions of the service within 3 months. Used Postman for unit testing and supported roll-out to the live environment.
* Improved code efficiency and reduced 3rd party API calls by 10% by refactoring monolithic service into Docker-based microservices and an API Gateway architecture, enhancing performance and reducing costs.

Coding Instructor
Code Ninjas, Dec 2020 - Apr 2022

* Designed and managed the FIRST LEGO Robotics competition team and Python program, leading to marked improvement in students' coding proficiency, problem-solving skills, and teamwork.
* Mentored students through a curriculum on programming games in JavaScript, C#, Lua, and the Unity game engine.

PROJECTS

* Generative Adversarial Network utilising pre-trained discriminators, capable of performing image-to-image artistic style transfer of real pictures into impressionist-style paintings.
* Prototype of a gamified fitness app that encourages university students to stay active. Features include personalized virtual creatures that evolve based on workout goals, social battles, and curated workouts.