

Tenzin Dayoe

+17633527483 | dayoe2003@gmail.com | www.tenzindayoe.com | [My LinkedIn](#) | [My Github](#)

Education :

Macalester College, Bachelors in Computer Science and Mathematics, May 2026, **GPA** : 3.88

Courseworks : OOP in Java, Algorithms Design and Analysis , Software Development, Computer Systems in C, Database Management Systems, Statistical Machine learning, Statistical Modelling, Discrete Mathematics, Linear Algebra, Calculus 3.

Technical Skills :

Languages : Python, Java, Javascript, C#, C, C++, R, HTML, SQL and Swift

Libraries and Tools: Tensorflow, Pytorch, Scikit-learn, Flask, React, Express.js, Unity, Github, MySQL, CUDA, OpenMP.

Experience :

Macalester College, Student Researcher - Augmented Reality Developer , June - July 2023

- Collaborated closely with a supervising professor in the design and development of a guided AR drawing interface for Microsoft HoloLens 2, utilizing Unity, C#, OpenXR ,and the Mixed Reality Toolkit (MRTK), and took a leading role in coding and implementation aspects of the research project.
- Engineered a light weight heuristic gesture recognition interface, enhancing user interaction.
- Achieved a 70% optimization in complex entropy computations through the integration of machine learning algorithms and advanced graphics optimizations.
- Successfully executed the complete build and deployment process of the application on HoloLens 2, marking a key milestone in the research project.

EcoCity Project, UWC Atlantic College UK, Full Stack Developer , Dec 2020 - Jan 2022

- Led the development server-side application and website development for EcoCity using Flask, leading both the architectural design and implementation phases that served 400+ users in the college
- Collaborated on API creation and managed a SQL database for the IOS application and data analysis.
- Implemented a real-time scoring and virtual currency system, boosting engagement in school events.
- Deployed and maintained the application on AWS during high usage hours.
- The project was selected by UWC Lighthouse and received funding for future development.

Projects :

- **OIRI 3D: An Interactive 3D IOS map Application** | *Unity , Figma & C#* .
 - Contributed as a lead Unity Developer to create a high-fidelity, 3D IOS map application in a team project. Enhanced the app with graphical optimizations, 3D animations, and a realistic guidance system for an engaging and interactive user experience.
- **Local Image and Video Search Engine (LIVSE)** | *Java , Swing , Python & Tensorflow* .
 - Collaborated in a group project to develop a fast local image search engine using Lamma AI.
 - Developed an automated video and audio tagging system that accelerated searches using AI generated tags. Lower Search times by 40% compared to regular image search systems.
- **Multi Strategy Neural Network** | *Python, Scikit-Learn, Tensorflow, Javascript , Express & React* .
 - Engineered a new neural network with dynamic routing for adaptive data processing and multi-strategy functionality in classification tasks along with a React and Express.js web app to visualize and to interact with the model. Avg. Accuracy on MNIST classification dataset : 94.3%.
- **Voice Recognition using Spectrogram and Deep Convolutional networks** | *Python & Tensorflow* .
 - Developed a lightweight accurate model using Tensorflow. Converted large audio datasets into spectrogram images using scripts. Achieved 90%+ accuracy on common audio datasets.

Community Service :

- **Study Buddy Volunteer at Common bond Org, Minneapolis, MN**, August 2022- 2023
 - Assisted a student at Common Bond Org weekly with the development of reading, grammar, and social skills.