

# Joshua Green

647-619-3090 | [j33green@uwaterloo.ca](mailto:j33green@uwaterloo.ca) | [linkedin.com/in/josh](https://www.linkedin.com/in/josh) | <https://jjgreen0.github.io/>

## EDUCATION

---

### University of Waterloo

*Honors Co-op - Computer Science*

Waterloo, Ontario

2024 – 2029

## EXPERIENCE

---

### Machine Learning Engineer

*HubHead Corp.*

May 2025 – August 2025

Markham, Ontario

- Developed features for an application which extracts data from manufacturing plates and tags
- Developed an application for extracting tabular data from pdfs and images
- Developed a source attribution system for a RAG application

### Undergraduate Research Assistant

*University of Waterloo*

February 2025 – Present

Waterloo, Ontario

- Worked under Jimmy Lin in the Castorini research group for information retrieval
- Co-authored BrowseComp-Plus under Xueguang Ma, a dataset for reasoning based retrieval
- Contributed to documentation and code for Anserini and Pyserini projects

## PROJECTS & EXTRACURRICULAR

---

### Freelance Roblox Developer | *Scripter, Animator, VFX artist*

2018 – Present

- Completed over 20 commissions for games with 1,000+ active players
- Scripted systems involving data saving, client-server communication, artificial intelligence, user interface, visual effects, and vehicle dynamics
- Key Skills Applied: Modularization, Abstraction, Scalability, Reusability

### WAT AI Drilling Team | *XGBoost, Temporal CNN*

January 2025 – present

- Created machine learning models for forecasting drilling parameters based on well-bore data
- Contributed to stuck pipe forecasting sub-team

### Machine Learning Research Paper | *NumPy, Seaborn, Matplotlib, Scikit-learn, TensorFlow*

March 2023

- Wrote a 4000-word essay comparing the effectiveness of Artificial Neural Networks and Random Decision Forests at binary classification to obtain my IB diploma

### 2048 AI | *Open AI Gym, stable baselines 3, PyGame, NumPy*

April 2024

- Applied reinforcement learning to develop an AI designed to play the game 2048 through proximal policy optimization, achieving a score of 1024

## TECHNICAL SKILLS

---

**Languages:** Python, Lua, C, C++, Racket, HTML/CSS

**Developer Tools:** Git, Google Cloud Platform, VS Code, Jupyter Lab, Dr. Racket

**Soft Skills:** Collaboration, Leadership, Communication, Planning