

Mercy Doan

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Education

Queen's University, Bachelor of Computing (Honors)

Sep. 2020 – Apr. 2025

Specialization in Computing/Mathematics, focus in Data Science

Kingston, ON

Areas of Study: Data Analysis, Artificial Intelligence, Machine Learning, Reinforcement Learning, Evolutionary Computing

Projects

NLP-Enhanced Thought-to-Text with EEGs | Python

Sep. 2024 - Mar. 2025

- Led a team of 5 to classify EEG readings to natural text using word prediction to derive coherent output
- Recorded datasets, built combined CNN/RNN models with 98% accuracy, won best pitch at Camp QMIND 2024

Research Projects | MATLAB, Python

Sep 2023 - Apr 2024

- Queen's Hyperloop Design: (Best research paper, EHW 2024) Determine optimal travel networks between cities
- Snake: Develop and compare reinforcement learning algorithms (Q-Learning, SARSA) to play the game Snake
- Cancer Detection: Perform non-negative matrix factorization to classify tumor cells based on mass spectrometry

Tech Leadership Volunteering | Python, HTML/CSS/JS

May 2021 - Present

- Oversaw 7 teams of 50+ students as Vice President of the Queen's Computing Students' Association, and led UI/UX development of a new website: all were resources used by 1.5k+ undergraduate students
- Developed and finetuned AI tools using audio and text data for an international translation group, recognized by national European media, and with 1M+ overall online impressions

Security Vulnerability Detection with Transformers | Python (HuggingFace, SciKitLearn)

Sep. 2022 - Mar. 2023

- Led a team of 4 to build a NLP model that detects security vulnerabilities in code based on CWE metrics
- Trained, finetuned, and compared Transformer, neural network, and probabilistic models on 250k samples of labeled PHP code, and was selected to present results at CUCAI (Canadian Undergraduate Conference on AI)

Experience

AI Developer

July 2024 – Sep. 2024

Conflict Analytics Lab

Kingston, ON

- Integrated law documents into a vector database for retrieval augmented generation of legal information
- Built and tested LLM chat interface (OpenJustice) with knowledge graphs on Azure with React

NLP Director of Design

May 2022 – Present

QMIND (Queen's University Artificial Intelligence Club)

Kingston, ON

- Guided 8 project managers to build NLP projects through leadership, research, and technical workshops
- Educated students on AI theory, ML libraries, GitHub, and NLP techniques (statistical models, Ensemble methods, deep learning, LSTMs, Transformers, supervised/unsupervised regression/classification, etc.)

Cybersecurity Researcher

May 2022 – Sep. 2022

Google ExploreCSR

Kingston, ON

- Analyzed and applied research papers on autonomous vehicle security, software development life cycles, vulnerability detection, and machine learning techniques used in cybersecurity
- Proposed new ways to improve an autonomous vehicle software security and development method by using regression and deep learning to prioritize vulnerability metrics

Computing and Math Teaching Assistant

Sep. 2021 – Present

Queen's School of Computing, Queen's Mathematics and Statistics Department

Kingston, ON

- Wrote course materials, provided office hours, and marked assignments for 200+ students weekly
- Courses include AI, Data Analytics, Discrete Math, Software Specifications, and Intro to Computer Science I/II

Technical Skills

Languages: Python, Java, Javascript (React, Node.js), CSS, HTML, MATLAB, R, Bash, C, SQL, PHP

Frameworks/Technologies: Anaconda, Azure, Git/GitHub, Figma, Canva, Jira, MS Office, WordPress

Libraries: Pandas, NumPy, HuggingFace, SciKitLearn, TensorFlow, Keras, PyTorch, OpenCV, OpenAI, Bootstrap