

Dexter Young

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EDUCATION

McGill University - Bachelor of Science, Major in Artificial Intelligence & Computer Science, Minor in Music Technology

September 2024 - Present

Trinity College School, High School

September 2022 - June 2024

Grade: 96

PROJECTS

Detailed explanations and demos available at dextery.dev

Cross-Market Clothing Search Extension

Built a Chrome extension for second-hand clothing marketplaces that uses client-side embedding vector matching to identify similar listings and improve cross-market search efficiency.

Interactive Photography Graph

Developed a D3-based interactive node graph for a photography portfolio, enabling users to explore images through a physics-based 2D canvas interface. Integrated a self-hosted image server with dynamic image scaling to optimize client load times and maintain smooth performance when rendering high-resolution image collections.

EXPERIENCE

Student Services McGill University, TVM Technical Director

February 2026 - Present

Support students using cameras, microphones, and editing software for multimedia projects; maintain equipment inventory and advise low-budget productions on effective gear selection and setup.

Flying Colours Bermuda, Retail Associate

May 2025 - July 2025

Provided direct customer service at point of sale, handled cash and card transactions, and assisted customers with product inquiries. Maintained store presentation through restocking, merchandising, and cleaning.

SKILLS

Programming: Python, Java, C++, C, JavaScript, HTML/CSS

Frameworks & Libraries: React, Node.js, D3, ONNX

Deployment & Backend: Vercel, Supabase, Coolify

Technical Production: Live production systems, AV troubleshooting

Media & Creative Software: Adobe Creative Suite, Ableton Live, Blender, DaVinci Resolve

LEADERSHIP / ACTIVITIES

Founder, F1 in Schools Club

Led a high school STEM competition club, training members in CAD, marketing, and teamwork.

Director, Student Media Productions

Oversaw media production for school performances, including camera setup, recording, and multi-camera workflows.

