
Emun, E Mohammed

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EDUCATION

Tufts University

Bachelor of Science in Computer Science and Cognitive & Brain Science

Graduated 2021

TECHNICAL SKILLS

Portfolio: <https://emun13.github.io/Portfolio/>

Programming Languages: Python, C#, C++, and Bash

Web Development: JavaScript, React Native, HTML/CSS, and jQuery

Tools: Git, Node.js, Unity, Figma, Expo, Heroku, Bootstrap, Airtable, Photoshop, and InDesign

RELEVANT EXPERIENCE

IoT Support Engineer, PTC – Exton, PA

05/2021 – Current

- Configuring, administering, and troubleshooting Web-based applications and relational databases
- Debugging code within PTC's ThingWorx Mashup using JavaScript
- Providing solutions to End Users through troubleshooting our products such as ThingWorx

Student Research Associate, PTC – Boston, MA

08/2020 – 04/2021

- Created augmented reality tools allowing users to visualize data and communicate with hardware interfaces such as, but not limited to, LEGO SPIKE Prime, and Rockwell PLC's
- Improved the Front-End UI of PTC's iOS app by creating visualization features requested by our users to better their experiences on the educational and industrial level

Teaching Assistant for Programming Languages, Tufts University – Medford, MA

01/2020 – 12/2020

- Tutored and supervised 100+ students in concepts such as abstract data types, type systems, and dynamic semantics while also leading large group discussions
- Conducted weekly office hours and provided feedback on students' code and personalized learning strategies

Freelance Web Designer – Medford, MA

03/2020 – 07/2020

- Built a [website](#) from the ground up using HTML/CSS and WordPress to showcase a newly published book, *Ambient Sufism*, by Tufts University's professor, Richard Jankowsky

AR Developer Intern, Tufts Center for Engineering Education & Outreach – Medford, MA

05/2020 – 08/2020

- Created an iOS application from the ground up, that utilized Augmented Reality to visualize the communication between users and robots.
- Performed several research studies to investigate the pros & cons of AR to teach robotics in a classroom environment

PROJECTS

iOS EV3-Thoughts App: [EV3 Thoughts](#)

- Built an app using C# within Unity and XCode allowing the user to visualize, in real time, their robot's sensory information in augmented reality
- Directed 4 separate activities and case studies to investigate how effective AR functions within the classroom to teach robotics and other STEM concepts

Mental Mentality: [Demo Site](#)

- Provided a feature for Tufts MHS, using HTML/CSS, JavaScript, and Bootstrap, to allow students to schedule appointments online as this was not previously possible
- Gave students the ability to create user biography profiles allowing for a more holistic view of their lives for therapists
- Purposed proof of concept solution during Tufts 24-hour Polyhack; won 1st place