# MEHDI CHAID

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## EXPERIENCE

### Product Manager: Back-end — HackMerced
📅 May 2018 – Present day   📍 Merced U.

- Monitor and work alongside a team of student developers using **NodeJs**, **MongoDB** and **React**.
- Plan and ensure progression of the development road map with **Agile methodologies** and good coding practices.
- Help team members with the development and correct the code through **code reviews**.

### Software Engineer Intern — Corstem
📅 May 2018 – Present day   📍 Montreal

- Develop a robust **AI medical software**, using the **C++ Qt** framework to help cardiologists with their diagnostics.
- Optimize and develop **machine learning algorithms** using **PyTorch**, **Tensorflow** and **Keras**.
- Conceptualize a **software architecture** to serve as a base framework for the company development.

### Software Engineer Intern — Microsoft
📅 January 2018 – April 2018   📍 Vancouver

- Led the development of an **open source Windows 10 utility** application to inject **AI** into the snipping process.
- Worked extensively with **Cloud Services** in **Azure** and image processing tools under the **C# WPF** framework.
- Designed a **multi-threaded architecture**, leading to a solid **8x performance gain** while using 5x less resources.

### Web Developer — Discount Quebec
📅 August 2017 – December 2017   📍 Pointe-Claire

- Worked on a website using **Asp.Net** and **MySQL** to monitor the deployment of cars within the company.
- Developed a platform to improve the coordination in the HR department, using **ColdFusion** and **Bootstrap**.
- Implemented an online PDF signing tool with **CSS** and vanilla **Javascript**.

## EDUCATION

### Bachelor of Engineering — Polytechniques Montreal
📅 August 2016 – Dec 2020   🎓 Software Engineering

- Member of the game development group, **PolyGames**.
- **Teacher assistant** in INF1010: Object Oriented C++.
- Cumulative GPA: **3.35 / 4.0** on 49 total credits.

### Quebec Diploma of College Studies — College de Maisonneuve
📅 September 2014 – May 2016   🎓 Computer Science and Mathematics

Volunteered at the Computer Science day as **IT Technician**.

## PROJECTS

### InuBliable — Mobile Application
📅 August 2018   👥 ML Experiments

- On-going dog breed recognition mobile application using the **Flutter SDK**.
- Implementation of the machine learning algorithm with **Tensorflow**.
- Development of the web services in **Go** with **Google Cloud Platform**.

### GreenYard — Social Platform
📅 May 2018   🌿 HackQC 2018

- Garden sharing and green environment **multi-platform** application.
- Implemented main features on the mobile side of the project, using the **Ionic SDK**.
- Developed the web interface of the application using **Angular 5**.

### Curiocity — Mobile Application
📅 March 2018   🚀 Mission Hack

- **Image recognition** and **social network** platform for outdoor danger detection.
- Developed the mobile application using **React-Native** and **Bootstrap**.
- Implemented the back-end with **Firebase** and the **Azure's Cognitive services**.

### Pow Chicken Pow Pow! — 3D Shooter
📅 August 2017   🎮 Creative Jam

- Multiplayer shooting game created in **Unity3D** with C# Mono.
- Developed the **shooting physics**, some gameplay elements and general **AI**.
- Conceptualized the **level design** as well as the **multiplayer** features.

## ACHIEVEMENTS

🏆 **Microsoft Awards**
Code Champion, Hero of the Week

🎁 **Hackathon Prices**
Mission Hack 2018, Edu ProtoHacks

👥 **Extra-curriculum activities**
Sponsors Liaison Manager at PolyHx

🐙 **Open Source Contribution**
Snip Insights, Cardiac-segmentation