Maaz Makrod

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SKILLS

Programming: JavaScript (ES6), React, Redux, Django, HTML, CSS (SASS/LESS), Python, Java, C, C++, SQL, GraphQL, **Tools:** MongoDB, MySQL, PostgreSQL, Git/GitHub, Browserify, Heroku, Postman, JEST, Cypress, Apollo Server/Client, Figma

EXPERIENCE

Software Engineer Intern

May 2022 - Present

Rocscience Inc. | JavaScript, LAMP, C#, Unity

- Generating **3D models** of excavation sites using the **Three.js library** enabling users to view their sites in varying environments
- Creating multiclass JavaScript programs to simplify interactions with external APIs like MapBox from 100s to 10s of lines
- Led a team of 5 and won a companywide hackathon in developing a HoloLens application using C# and Unity
- Resolving 3 to 4 bugs weekly on the company website in a LAMP environment using Twig and CRAFT CMS

Full Stack Developer Feb. 2022 - Present

University of Toronto Freelancer's Association | MERN, Sockets, Docker

- Collaborating with UI/UX designers and a team of 5 to create interactive full-stack web applications using MERN
- Building a code collaboration website for SWEs to code together in varying programming languages/environments

Software Developer and QA Auditor

May 2021 - Aug. 2021

Canadian Sheep Federation | MERN, Figma

- Developed software for monitoring and tracing sheep transport nationwide eliminating the need for handwritten reports
- Created schemas and performed advanced queries to improve the speed of the sheep tracing algorithm by 15%
- Led a team of 3 interns in testing the webapp, generating requirement reports, and designing new website components
- Coded 3000+ lines, solved 30+ bugs, made 340+ bug reports, 15+ wireframes, and closed 200+ test plans

EDUCATION

University of Toronto | Candidate for BASc, Computer Engineering

Expected Apr. 2025

- GPA: 3.91/4.00; Awarded UofT Scholar and Rogers Edwards Admission Scholar scholarships
- Certifications: Django for Everybody Specialization, Python for Everybody Specialization, Python Classes and Inheritance,
 Full Stack Web Development with React Specialization, Web Design for Everybody: Basics of Web Development and
 Coding Specialization, Web Applications for Everybody Specialization, C for Everyone Structured Programming, C for
 Everyone: Programming Fundamentals, Negotiation Skills: Negotiate and Resolve Conflict, Java Programming: Solving
 Problems with Software, Project Management the Basics for Success

PROJECTS

Blogging Application

Apr. 2022

See it Live ❷ | Online Code ❷ | MERN, Redux, Material UI

- Developed a full-stack application that allows users to view, create, edit, like, and comments on blogs posted by other users
- Implemented login by using bearer token authentication and used E2E testing libraries like Jest to find bugs in the webapp

Mapping Application

Apr. 2022

<u>Video Demo</u> **⊘** | C++, Glade, GTK, Open Street Map

- Led a team of 3 in developing a multiclass mapping application using C++ for data management and GTK for UI design
- Applied BFS, Dijkstra's, and A* algorithms to produce a program that finds paths between 100s of locations sub 17 seconds
- Implemented a multithreaded solution to the traveling salesman problem ranking in the top 25% of submissions

Curiosity Images Jan. 2022

See it Live 2 | Online Code 2 | React, Reactstrap, NASA API

- Created a web application that fetches and formats 100s of images taken by the Curiosity Rover using NASA's API
- Implemented a filter feature that allows the user to query NASA's API for images taken on a certain date

Ads Database

Dec. 2021

<u>Video Demo </u> <u>⊘ | Online Code </u> <u>⊘ | Django, MySQL, Python</u>

- Developed a full-stack application that allows users to create, edit, and comment on ads posted by other users
- Uses GitHub OAuth to simplify account creation and login users, and developed a feature so users can upload images

Express Server Aug. 2021

Online Code 🔗 | Express, MongoDB

- Implemented a **REST API server** that uses an express server to allow user communication with a **MongoDB database**
- Used Facebook OAuth to support account creation and managed sessions using bearer token authorization

React Restaurant Site Aug. 2021

<u>Video Demo ⊘</u> | <u>Online Code ⊘</u> | React, Reactstrap, Redux

- Constructed a frontend React application that mimics a restaurant website and uses Redux to manage the state
- Used a JSON-server to simulate fetching and sending data to a server using asynchronous JavaScript

Bootstrap Restaurant Site July. 2021

- Built a mock restaurant website using **Bootstrap4** features loke navbar, modals, forms, and the grid system
- Used NPM scripts to build the site so that it is ready for deployment and ran the site on a lite server

Portfolio Website July. 2021

See it Live 2 | Online Code 2 | React, React Bootstrap, AOS, Figma

- Designed and created a portfolio website that displays my projects and experiences in an engaging format for others to see
- Deployed online via **GitHub pages** and uses a custom domain from namecheap.com

Python Discord Bot July 2021

<u>Video Demo Ø | Online Code Ø |</u> Python, Discord API, Replit, BeautifulSoup4

- Web Scrapes data from Volcano Discovery to display information on earthquakes that have occurred around the world
- Additionally designed and created a website to mock-market the application for potential investors

Resume Registry Database

<u>Video Demo @ | Online Code @ |</u> PHP, MySQL, HTML, Bootstrap, JS

June 2021

• Built a webapp that allows users to enter information about their education and employment history made using PHP

• Dynamically **updates the DOM** using information entered by previous users to make things like selecting schools easier

Car Registry Database June 2021

<u>Video Demo </u> <u>Ø</u> | <u>Online Code</u> <u>Ø</u> | PHP, MySQL, HTML, Bootstrap

- Built a CRUD application made using PHP that allows users to enter, edit, and delete information about their vehicle
- Utilizes a MySQL database, and Bootstrap for UI and prevents HTML and PHP injection by users

Forest Life Simulation GUI Jan. 2020

<u>Video Demo @ | Online Code @ |</u> Java

- Created a multiclass GUI forest life simulation game OOP, abstract classes, interfaces, and inheritance
- Improved efficiency by consulting teammates and compacting the program to reduce the number of objects in the stack

HOBBIES AND INTERESTS

- · Played soccer and ice hockey on competitive levels and have always loved trying out new sports
- I like to read in my spare time, one of my favorite books is Behind Closed Doors by B.A. Paris
- I also regularly go to the gym and take on various side projects to further my skills