

Mayesha Jashim

CS Grad  | www.mayesha.dev (portfolio) | Email | linkedin.com/in/mayesha-j

Summary

- In my last company, I coded and **returned ~630 hours/year to 7 teams** across the company by halving meeting prep times, speeding monthly updates, and replacing manual report creation.
- I served as an active Charity Representative within my residence, coordinating in a team to deliver 500+ food hampers over three months to support students at the MUN Food Bank.

Education

Memorial University of Newfoundland

B.Sc. in Computer Science

- Dean's List  (2023-24)

May 2021 - Dec 2025

GPA: 3.7/4.0

Work Experience

Software Development Co-op | Ontario Power Generation | Pickering, ON

Sept 2024 - Aug 2025

My objective was to facilitate data comms from nuclear and hydro power plant stations to help directors & engineers make informed decisions.

- Programmed intranet hubs to connect scattered docs and reports. ER Website, RPT Website, and report intake now sit behind a single entry point.
- Wrote + reviewed the SQL that feeds those dashboards; the same datasets now power the 8+ reports with ~200 users, so fewer ad-hoc one-offs.
- Cut the monthly resourcing sync for those staff and gave the team back ~150 hrs/year.
- Verified fixes in Git + helped ship builds to Azure; small changes, quick roll-outs, faster feedback from the teams.
- Reduced monthly updates for 20 contributors and opened ~32 hrs/year by automating reports.

Awards

Hack Frost NL 4.0 -

- Led 4 devs to develop Arctic Tales, a web-app with an AI assistant within 48 hrs.
- Made agentic and RAG frameworks with LLMs (GPT-4) for intelligent data comms & semantic searching.

Projects

DocuQuery AI | AI-based Info Retrieval |

An LLM-based system designed to extract hidden insights from complex docs like Terms & Conditions. Built NLP pipelines (ROUGE-L metrics) to verify relevance, and a custom UI with confidence indicators for reliability scoring. (*Python+FastAPI*)

GameLink | Cross-platform Sports Community |

A full-stack app enabling users to host and join in-person sports games. Used Firebase Suite for real-time sync and used MVC to manage complex state across 15+ screens, including dynamic waitlists and skill-based profiling. (*Flutter+Dart+Firebase*)

Stonks | Real-Time Trading Simulation |

A platform to practice stock trades with live market data. Integrated RESTful APIs and async trade logic; used automated testing to maintain system stability & reliable data handling during high-frequency trading scenarios. (*Node.js+MongoDB*)