

Mehar Shienh

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SKILLS

Technical Skills: C, C++, Java, Python, JavaScript, React, TypeScript, NodeJS, ExpressJS, Spring Boot, REST API, Firebase, SQL, Linux, MacOS, Windows

EDUCATION

University of Waterloo

September 2020 – April 2025

Bachelor of Computer Science

- President's Scholarship
- Relevant Courses: Object-Oriented Software Development (CS 246), Data Structures and Data Management (CS 240), Foundations of Sequential Programs (CS 241), Computer Organization and Design (CS 251), Algorithms (CS 341), Operating Systems (CS 350), Statistics (STAT 231), Application Development (CS 346), Intro Database Management (CS 348)

EXPERIENCE

Ford Motor Company

May 2023 – August 2023

Software Engineer

- Collaborated with a large set of teams to work on the website for Ford's new emerging Ford Pro Division
- Lead efforts to implement a new ambient video feature on the primary home page that was considered a key priority by stakeholders, successfully integrating the component and receiving praise from the company CMO
- Developed new pages, creating them with React, Node, and TypeScript, launching them in the applications API Gateway, and deployed to the Jenkins Pipeline
- Played integral role to the launch of the site in over 10 new international markets
- Implemented JSON endpoints and integrated analytic events at the page level using Adobe Analytics

Agfa Healthcare

September 2022 – December 2022

Automated Test Developer

- Worked alongside a team of verification and validation engineers to maintain and perform quality assurance on a large-scale global reaching medical imaging software
- Upgraded and setup both Windows and MacOS machines, increasing the available platforms and browser configurations within our testing suite by over 40%
- Setup and ran automated Java Testing frameworks such as Selenium and JUnit
- Performed manual testing on a diverse set of platforms including IOS, Android, MacOS and Windows

Polar

January 2022 – April 2022

Full Stack Software Developer

- Worked with a team of developers in an Agile environment to maintain a large-scale application, using tools like Git and Jira to keep track of progress
- Developed a new tabbing feature using React, Redux, JavaScript, and CSS to improve UI/UX and meet the direct demands of existing users
- Utilized the React Testing Library and other frameworks to write Unit Tests for new features implemented

PROJECTS

DocuScanner

August 2023

- An application that scans through the contents of any given documents and allows the user to search for specific words within those documents
- Implemented using C++ and a Linux virtual machine

Note AI

July 2023

- Full Stack note application with added functionality to read PDFs and output summarized notes
- Created an Express JS Node backend and API along with a Python Script to summarize the text
- Implemented full user authentication and database with Firebase, deploying a prod level environment of the project to a live Heroku server

Chat App

July 2023

- Live chatroom application with multiuser functionality to allow for real time communication
- Built using Java and Spring Boot for the startup, along with Web Sockets to create the live connections

Arcade Extensions

June 2023

- Collection of arcade games such as Pac Man and Flappy Bird published to the Chrome Web Store
- 200+ active users in over 10 countries