

MUHAMMAD KHOKHAR

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EDUCATION

York University

Honors B.A. Computer Science

Toronto, ON

Sept. 2014 – Sept. 2020

SKILLS

Languages HTML/CSS, Java, C#, Javascript, Python, PSQL

Tools Git, Bootstrap, React, Node, Express, Unity, Vim, Google cloud platform

PROJECTS

Unity 2D WebGL Game

Mississauga, ON

Unity 2D

Jun. 2020 – July. 2020

- Adventure style game built using C# and Unity engine.

Weather App

Mississauga, ON

React App

Mar. 2020 – May. 2020

- Developed using React and Node.
- Utilized Google cloud platform for location services and OpenWeatherMap API for weather statistics.

Defect Prediction

Mississauga, ON

Python

Jan. 2020 – Mar. 2020

- The program analyzes open source projects to predict bugs in code.
- Uses machine learning libraries like NLTK and sklearn to build predictive models.

K-Means Visualization

Mississauga, ON

Python

Jun. 2019 – July. 2019

- Python implementation of the K-Means algorithm with visualization on three datasets.
- 2- and 3-dimensional visualizations with parameters to change cluster assignments.

Personal Website

Mississauga, ON

React App

Mar. 2019 – Sept. 2019

- A portfolio to showcase projects and skills.
- Uses a Node backend for processing emails and styling done with Bootstrap.

Tower Defense Game

Mississauga, ON

Java

Jun. 2016 – July. 2016

- Developed in C and hosted on a raspberry pi.
- Sends alert to your phone via Rest API when intruder is detected.

EXPERIENCE

Unifirst

Mississauga, ON

Shipping/receiving

Jun. 2018 – Oct. 2018

- Loading/unloading trucks and processing shipments.
- Update shipment information in computer.

Scarlett House Catering

Mississauga, ON

Production

Jun. 2018 – Oct. 2018

- Work in a team to produce food items in timely manner for Air Canada, WestJet, and VIA Rail.
- Maintain cleanliness of facility.