# Mohamed Aly

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#### **Education**

#### **McMaster University**

September 2019 - April 2024

Bachelor of Software Engineering (GPA 3.98)

· Courses: Data Structures and Algorithms, Databases, UNIX, Web Development, Software Design

#### **Skills**

Languages: Python, Java, C++, JavaScript, Go, C#, HTML, CSS

Technologies: MySQL, Docker, Kubernetes, TensorFlow, NodeJS, MongoDB, ReactJS

**Tools**: Amazon Web Services, GCP, Git, Bash, Unix, Unity

## **Experience**

### Software Analyst Intern

Toronto, ON

Thales Group – Advanced Algorithms Team

September 2021 – December 2021

- · Contributed towards the development of CCDCI pipeline using Python and Batch
- Implemented supporting tools to real-time systems in JavaScript and C#
- Designed, debugged and unit tested code base to achieve 100% code coverage
- Interpreted 300+ simulation datasets using statistical methods
- · Created automated scripts that reduced system testing time by 60% using Bash and Python

#### **Software Engineer Intern**

Toronto, ON

TELUS - Emerging Tech and IoT

January 2021 - September 2021

- · Built ML demos using Python, TensorFlow, OpenCV to showcase the capabilities of 5G networks
- Developed a ML model that can identify prescription drugs based on shape, colour, and engraving
- Lead VR initiative by creating 9• C# Unity apps to explore new possible revenue streams
- Transformed raw data of 100+ users in a research trial into presentable conclusions with Pandas
- Strong foundation of knowledge in GCP / AWS cloud services and the cloud ecosystem

## **Projects**

## Breathe Mental Health App, Hackathon Project

Tools: ReactJS, JavaScript, OAuth 2.0, GraphQL, DialogFlow

May 2021

- · A **React** app used to help users control their breathing patterns and monitor their mental wellbeing
- Implemented GraphCMS GraphQL API to log and view the user's breathing sessions for visual analysis
- Implemented **OAuth 2.0** to provide authentication and authorization to Rest services and logging in

## Sudoku Solver with Backtracking

Tools: Python, Backtracking Algorithm

June 2021

· A Python program that can solve any sudoku puzzle recursively using backtracking algorithm

#### **2048 Game**

Tools: Java, Swing, Junit, MVC

April 2021

• 2048 Game in **Java** with **Swing GUI** following OOP principles and MVC patterns, tested with Junit

#### **About Me**