

Mohammed Amir

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EDUCATION

BASc Computer Engineering

Minor in Artificial Intelligence • University of Toronto • Toronto, ON • Graduation: June 2024

SKILLS

Developer Tools: Git, GitHub, Jira, Visual Studio Code, Postman, Docker, Linux (Debian, Ubuntu), Microsoft Azure, Figma

Professional: Project Management, Algorithms and Data Structures, IP/TCP, Debugging, Agile Methodology, CI/CD, RESTful APIs, TDD, Relational Databases, Computer Security, Software Engineering, UX Design, Responsive Web Design

Programming Languages: C++, C#, Python (Flask, matplotlib, Pytorch, Numpy), JavaScript (ES6, Typescript, React, Next.js, Node.js, Axios, jQuery), SQL (MySQL, PostgreSQL), MongoDB, HTML5, CSS3

EXPERIENCE

iOS Technical Support Advisor

Transcom WorldWide

July 2024 – December 2024, Toronto, ON

- Diagnosed and resolved complex Apple device issues, achieving a 92% resolution rate through systematic troubleshooting.
- Collaborated with cross-functional teams to document and escalate problems, maintaining a 97% customer satisfaction rate.
- Streamlined support workflows by developing detailed documentation, mirroring agile best practices for process optimization.

Junior Software Developer

Human Endeavour

May 2022 – August 2023, Vaughan, ON

- Developed and deployed a full-stack assistive tablet application using *Kotlin*, *Python (Flask)*, and *Google Cloud APIs*, improving accessibility for 400+ seniors with Alzheimer's and securing a \$500,000 government contract.
- Designed an embedded AI-powered indoor tracking system using *Python*, *C++*, and *Arduino*, achieving 95% tracking accuracy and decreasing data response times by 30%.
- Implemented REST APIs with *Flask* and integrated *MongoDB* databases, enabling real-time storage and retrieval of IoT sensor data for location tracking.
- Programmed interactive dashboards using *Flask*, *Bootstrap*, and *JavaScript*, providing real-time data visualization for caregivers and administrators.

PROJECTS

Software Engineer

Unboxing Engineering • unboxingengineering-npsg.onrender.com/ • September 2023 – June 2024

- Developed a full-stack interactive web application using *React*, *Vite*, *JavaScript (Three.js)*, and *Node.js*, increasing user engagement by 50% through real-time animations and interactions.
- Designed backend services to manage dynamic content and application state, reducing API response times by 25%, ensuring smooth performance across 19+ interactive elements.
- Implemented CI/CD pipelines and automated testing, reducing deployment failures by 30% and ensuring 99.8% uptime for the application.

Open-Source Contributor

Ethos • github.com/Aditya-Gupta/Ethos • December 2023 – February 2024

- Enhanced full-stack comment tracking functionality in a *React.js* open-source project, improving navigation efficiency by 60% and reducing search time by 40%.
- Developed application features using *JavaScript*, *Bootstrap*, and *Flask*, leading to a 25% increase in user engagement through improved usability.

Frontend Developer and Project Manager

UofT Occasional Web Application • occasional.onrender.com/ • September 2023 – December 2023

- Developed a dynamic calendar and dashboard interface using *JavaScript*, *Flask*, and *MongoDB*, improving event scheduling efficiency by 50% and reducing user navigation time by 35% through intuitive UI enhancements.
- Designed REST APIs for backend communication, decreasing data retrieval latency by 30% and improving site responsiveness.
- Led a team of three frontend developers, coordinating development and reducing bug resolution time by 40%, ensuring high-quality feature implementation.