

Mohammed Amir

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EDUCATION

BASc Computer Engineering

Minor in Artificial Intelligence • University of Toronto • Toronto, ON • Graduation: June 2024 • 3.2

SKILLS

Programming Languages: C, C++, C#, Python (Flask, matplotlib, Pytorch, Numpy), PHP, JavaScript (ES6, Typescript, React, Three.js, Node.js, AJAX, jQuery), SQL (MySQL, PostgreSQL), MongoDB, HTML, CSS

Software: Git, GitHub, Jira, Visual Studio Code, Postman, Docker, Linux (Debian, Ubuntu), MacOS, Windows, AWS, Azure

Professional: Project Management, Algorithms and Data Structures, IP/TCP, Agile and Scrum Methodology, CI/CD, RESTful APIs, TDD, Database Management and Design, Computer Security, Software Engineering

EXPERIENCE

Junior Software Developer

Human Endeavour

May 2022 – Aug 2023, Vaughan, ON

- Led the design and development of assistive tablets using Kotlin, Python, and Google Cloud APIs, enhancing the quality of life for 400+ seniors with Alzheimer's and securing a \$500,000 government contract.
- Designed intuitive tablet user interfaces tailored for seniors, improving navigation efficiency by 20%.
- Built and optimized AI-powered indoor tracking systems using Python, C++, and Arduino PCBs, enabling real-time monitoring of health, activities, and location data.
- Developed RESTful APIs with Flask to store and retrieve location data from embedded IoT sensors, ensuring seamless backend integration for real-time tracking.
- Developed dashboards to visualize IoT sensor data, leveraging Flask, Bootstrap, CSS, and JavaScript, enhancing real-time monitoring and decision-making.
- Implemented unit tests using PyTest to validate the functionality of RESTful APIs, improving code reliability by 40% and reducing deployment time by 20%.

PROJECTS

Software Engineer

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

- Designed an interactive web application using Vite, React, HTML, ThreeJS and JavaScript to illustrate various aspects of engineering to incoming University of Toronto students with up to 19 unique pieces.
- Outlined proposals, documentation, and software architecture to deliver 8 unique features of an engineering playground that was met with a 90% approval rating from high schoolers.
- Developed automated tests and verification to meet product specifications and requirements outlined by the client.

Open-Source Contributor

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

- Enhanced the Ethos open-source project by implementing core comment tracking using React, JavaScript, and Bootstrap.
- Developed features to store, track, and navigate to timestamps linked to comments, improving user interaction and experience.

Frontend Developer and Project Manager

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

- Engineered dynamic calendar and dashboard pages with Python Flask, React, and JavaScript, integrated with a MongoDB backend to support event management.
 - Collaborated in Agile teams, outlining user requirements and leveraging Git to drive efficient development, integration testing, and deployment processes.
 - Led and mentored a team of 3 frontend developers, driving the successful delivery of 8 site-wide features, ensuring high-quality code.
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