Mohid Sharif

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Summary of Qualifications

- Exceptionally adept at **Problem-solving**, and **deconstructing complex issues**
- Fast learner, always **willing to learn** and take **initiative** to learn independently
- Exceptional **customer service** skills, Great **oral and written Communication** skills
- Strong **organizational**, **leadership** and **teamwork** skills developed through several group projects
- **Languages:** Python, Java, C, C++, HTML, Javascript, CSS, Haskell, Racket, Assembly
- **Frameworks/Tools:** Git, Linux, Bash, Microsoft Office Applications
- **Programming Skills:** Design patterns, Data Structures, JUnit and unittest, Scrum

Education and Security Clearance

University of Toronto	*Bachelor's Mathematics Computer Science and Statistics*	*Anticipated April 2024*
RCMP	*Enhanced Reliability Status*	*September 2022*

Relevant Work Experience

Software Engineer   *Unisol Technologies*   *January 2020 - December 2023*

- Designed and implemented a **file system** with a team of 4 on **C** using **Scrum** project management framework
- Developed a software to extract specific data from **MS word and PDF** files using **REGEX on Java**
- Performed regular **tests, updates and bug fixes** to keep software up to date
- Participated in **project meetings** with team members and project clients to ensure expectations were being met

Technical Analyst Intern   *Royal Canadian Mounted Police*   *September 2022 - April 2024*

- Collaborated with the support **team** to swiftly identify and report any outages for RCMP managed applications, and websites
- Supported our police force on the field with **troubleshooting** RCMP managed devices and applications
- Resolved or Escalated tickets to either level 2 support or the appropriate support group for the issue

Personal and Academic Projects

Simulated File System   *C Language*   *Feb 2020*

- Implemented a file system with integrated commands to modify a given **Unix file**
- Applied various **system calls of binary** and **ASCII File I/O** to execute the creation and deletion of a file, as well as to read from a file and write to a file

Audio File Generator/Editor   *C Language*   *Jan 2020*

- Created a software that could add **effects to an encoded version of an audio file** (e.g. fade-in, fade-out, sound boost)
- Ensured any text version of the audio file was read using **File I/O** and then **converted and returned as an audio file** that could be played after the specific effects were applied

Othello   *Java*   *Sept 2019*

- Utilized software design with **GUI** and **design patterns** to create the board game Othello
- Conducted and managed scrum methodology including daily **scrum** meetings, **sprint** backlogs and 1on1 discussions, which were all organized using **Git**
- ⓘ **Github Repo**

IEEE-745 Decoder/Encoder   *Python*   *Jan 2021*

- Designed IEEE-754 converter with user-friendly GUI using **TKinter** framework
- Encode decimal numbers to their **IEEE-754 Floating Point representation** and decode binary numbers to decimal format
- ⓘ **Github Repo**

PodMan   *Python*   *Feb 2021*

- A remake of the popular game **PacMan** using the **PyGame** framework on Python
- Created deadlines for important **deliverables** to complete features and game on time
- Worked in a team of 4 using **scrum methodologies** to work efficiently and complete work reliably
- ⓘ **Github Repo**