MUQTADIR AHMED

+1 (514) 571-0814 (Mobile) | muqto14@gmail.com | My Website Portfolio

EDUCATION

Bachelor of Engineering, Electrical Engineering   **Sept 2020 - Dec 2023**

McGill University
- 3.56/4.0 GPA
- Relevant Coursework: Introduction to Software Development, Introduction to Computer Science (Focus on data structures and algorithms), Design Principles and Methods, Digital Logic, Computer Organization

Diploma of Collegial Studies (Pure and Applied Sciences)

Marianopolis College
- *31.306 R-score*

SKILLS

Technical Skills: React, MongoDB, mySQL, HTML, CSS, JavaScript, SCSS, Bootstrap, Node (Express), Git, Java, Python, C#, JQuery, MATLAB, Excel, RaspberryPi, Unity, CAD

Languages: Fluent in English, French and Bengali

EXPERIENCE

Software Lead   **Mar. 2022 - Apr.2022**

McGill University (Design Principles and Methods Project)
- Designed and wrote software algorithms to automatically sort, store and deliver items upon request
- Authored 5 software classes using object oriented programming concepts to interact with 5 physical subsystems
- Performed iterative unit and integration testing on the system to obtain a **success rate of 100%**
- Met and surpassed the system's sorting requirement by **400%**
- Met and surpassed the system's delivery requirement by **167%**
- Documented the software's iterative design process using flowcharts and UML diagrams

Customer Service Representative   **July 2018 - May 2020**

Dominos Pizza
- Provided service to customer under pressure
- Multitasking by taking orders and also making the food
- Worked in parallel with the team in order to satisfy the time constraints

PROJECTS

Full Stack Note-Taking Website   **July 2022**
- Created a note taking app with authentication using the MERN stack (MongoDB, Express, React and Node) where users can take notes
- Created a REST API and managed the MongoDB database
- Designed and implemented the frontend using React and CSS
- Used Git for version control   **June 2022**

Pokemon Website
- Fetched Pokemon data from the Pokemon API using JavaScript
- Created a search bar which is used to search for a specific Pokemon
- Displayed the content of the searched Pokemon using JavaScript and HTML
- Styled the content into a card format using CSS

Automated Cube Sorting and Storing System   **Winter 2022**
- Designed an automated cube sorting, storing and delivering system in Python using BrickPi and LegoEV3 tools
- Wrote scripts in Python to control the functionality of the system
- Used the concept of Object-Oriented Programming to organize different classes

First Person Shooter Game   **May 2022**
- Created a first person shooter game in which the player is against 6 AI players using Unity and C#
- Mapped inputs using Unity's input system
- Created 11 C# scripts to allow the players to move, sprint, crouch, jump, shoot, deal/take damage
- Implemented AI players using Unity's AI system
- Used the concept of Object Oriented Programming to work with multiple scripts