Momin Khan

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EDUCATION

University of Toronto   May 2025 (expected)

Bachelor of Applied Science in Computer Engineering + PEY Co-op, Minor in AI

Relevant courses: Digital Systems, Computer Organization, Software Communication & Design, Probability and Applications, Communication Systems, Operating Systems, Fund. Of Deep Learning, Digital Electronics, Computer Hardware, Finance and Accounting

TECHNICAL SKILLS

- Programming: C++, C, JavaScript, Java, Python, React, HTML, CSS, SQL, Verilog, MATLAB, ARM Assembly, SQL, Oracle, AngularJS
- Other: GIT, Docker, Quartus, Bash, Microsoft Office

WORK EXPERIENCE

Executive Project Manager, QuantLabs   May 2022 – Present
- Overseeing the progress and completion of dozens of concurrent projects ranging from stock market analysis to algorithm optimization
- Head of the AI Research and Development Division
- Worked towards the creation of Quant-Academy, a course tailored towards expedited data science skill acquisition and application.

Researcher, Unity Health KRSS   Jun 2022– Mar 2023
- Developed dynamic and secure algorithms capable of parsing hundreds of thousands of patient files for Point of Care and laboratory information.
- Created antibacterial resistance reports for St. Michael's hospital for use in clinical studies and in-hospital treatment.
- Maintained extensive documentation both within code written and through the creation of engineering-style documentation.

Lead Developer and Engineering Consult, CanGo   Mar 2023 – Sep 2023
- Worked closely with clients to build a hands-off full-stack application to parse and store information for over 14 million users.
- Used the React Native Framework to host both a website and mobile applications on Heroku and Postgres.
- Leveraged AWS in creating a dynamic and modifiable communications framework within network.
- Worked with an AGILE team in prioritizing and scoping function requests to ensure that the biggest impact features were completed well within timeline.

And many more, linked in my GitHub!

NOTABLE PROJECT AND EXTRACURRICULAR EXPERIENCE

Team Lead, Map Application Project, U of T   Jan 2023 – Apr 2023
- Worked in a group of 3 to develop a large program like Google Maps in C++, utilizing the OSM (OpenStreetMap) database and API to draw geographical locations.
- Collaborated using GIT, learning effective design & communication skills for large-scale software development projects.
- Implemented algorithms such as Dijkstra's, A*, and 2-opt to facilitate pathfinding and obtain optimal directions in cities.
- Used templates from the STL & data structures such as vectors & (ordered and unordered) maps to enhance performance.
- Utilized GTK toolkit and EZGL graphics package to design GUI and allow interactivity of map to search, move, and zoom.

Lead Backend Development Consult, UTFO @ U of T   May 2022 – Sep 2023
- Worked alongside AGILE teams in front-end application development for various clients
- Meshed prior client backend functionality with front-end GUI's, prioritizing efficiency and client needs.
- Utilized proficiency in C/C++, Python and Java in creating and maintaining libraries/APIs.