MUJTABA REHMAN

Waterloo, ON

-978-0346 · rehmanmujtaba@outlook.com · linkedin.com/in/rehmanmujtaba · github.com/RehmanMujtaba

Education

University of Waterloo   **August 2021 – April 2026 (expected)**
Honours Computer Science Co-op   *Waterloo, ON*
- Coursework: Object-Oriented Programming, Algorithms, Data Structures, Compilers, UI, Digital Hardware, Statistics

Technical Skills

Languages: JavaScript/TypeScript, Python, C/C++, PHP, HTML, Sass/CSS, R, Rust, MySQL, LaTeX
Frameworks: ReactJS, Node.js, Express.js, jQuery, Bootstrap, Django, Symfony, Drupal, WordPress
Tools: Docker, Kubernetes, Git, Vite, Selenium, Linux, GDB, Valgrind, Power Automate, Jupyter Notebook

Work Experience

Wellington-Dufferin-Guelph Public Health   **May 2023 – August 2023**
Full Stack Developer   *Guelph, ON*
- Led the migration of the company website from Drupal 7.0 to 10.0, ensuring a smooth transition across over 500 individual web pages while maintaining essential site functionalities.
- Rewrote over 70 custom website functionalities including user interface, forms and database interaction using PHP, SQL and Typescript
- Implemented the integration of AI chatbots into the corporate website to enhance customer interactions; anticipated to result in a decrease in nurse telecommunication times by up to 20%.
- Conducted a seminar on the practical applications of Artificial Intelligence for a team of over 250 employees.

Engineering Science Quest   **May 2022 – August 2022**
University Intern   *Waterloo, ON*
- Delivered and designed over 40 coding lessons to high school-aged students in multiple programming languages including Python, Arduino C, JavaScript, and HTML/CSS.
- Collaborated with a team to present a successful technology education showcase in front of the Ontario Minister of Education, which helped secure over $100,000 in funding.
- Supervised a team of 10 volunteers and played a key role in program management and administration.

Personal Projects

Chess Engine | *C++, UML, Valgrind*
- Contributed to the development of a graphical chess engine in a team of three, using C++ and X11 forwarding with a complete chess rule set and four levels of computer difficulty.
- Collaborated to design the software and delegate coding tasks, successfully merging over 3000 lines of code.
- Utilized object-oriented programming practices and design patterns such as Model-View-Controller to implement a scalable and modular software architecture.

Personal Website | *JavaScript, HTML, CSS, jQuery, Jekyll*
- Designed and built a personal website using HTML and CSS, with the goal of documenting personal projects.
- Leveraged YAML and Jekyll to efficiently manage and structure site content for optimal presentation and easy maintenance, hosted on GitHub Pages, along with embedding a four-function calculator developed with JavaScript.

Linux Text Editor | *C, Linux*
- Created a lightweight text editor in C, designed for the Linux command line.
- Implemented functionality to open, write to, and save both existing and new text files, using C programming and Linux development.

Autonomous Quadcopter Flight | *Python, Sockets, Electronics*
- Designed and assembled a quadcopter by soldering various components to a PCB.
- Developed custom flight missions and tricks using the DroneKit Python API loaded onto a Raspberry Pi.

Volunteer Experience

Progressive Student Federation   **February 2018 – July 2021**
- Contributed to various initiatives aimed at promoting social justice and empowering marginalized communities, including book drives and free tutoring, in total impacting around 3000 people over multiple projects.
- Managed a food distribution project, working collaboratively in a team to provide meals to the local community. Successfully raised funds and managed logistics for the operation, distributing over 400 meals to those in need.