

YOUSAF SHAHEEN



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Brampton, ON



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QUALIFICATIONS

Python, Java, C, C# (.NET), SQL, Github, Bash, HTML, Javascript

SKILLS

Dart (Flutter), LaTeX, WireShark, Firebase, Splunk, AutoCAD, MatLab, Arduino, Assembly, Soldering, Basic First Aid and CPR (2013)

SOFT SKILLS

Analytical, Persistent, Problem Solver, Dependable, Effective Communicator, Adaptable

EXTRACIRICULAR

- Building Computers – I have built my own custom computer in addition to repairing and upgrading laptops.
- Learning about sustainability including energy efficient automobiles.
- Documentaries and infographics – I enjoy watching documentaries mainly about science and technology on.

WORK EXPERIENCE

Rogers Communications, Brampton, ON

Sept 2018 – April 2019

Network Co-op Student

- Worked in a team to implement a cellular Network Auditing Tool, NetAudit (Splunk) to monitor and report discrepancies among settings.
- Demonstrated problem solving skills by fixing and diagnosing issues in an Agile team environment, improving efficiency and productivity.
- Evaluated service quality by carrying out test plans and writing reports.
- Developed communication and interpersonal skills through coordinating and working with multiple teams concurrently.

McLean Sherwood Event Rental, Brampton, ON

May 2018 – Sept 2018

Tent Installation Crew Member

- Worked in teams of 2-7 to install and take down outdoor event tents.
- Demonstrated reliability through punctuality and high quality of work.
- Helped clean and organize tent components after a completed contract.

PROJECTS

- **NutriBud:** Worked in a team of 5 students to develop a nutrition tracking app with machine learning image recognition to determine nutritional information of food; developed leadership and teamwork skills through delegating tasks, cooperative coding.
- **GreenLight:** Worked in a team of 4 students to develop an application to determine safest route; utilized a database to determine the safest route based on frequency of accidents.
- **Hextris:** Worked in a team of 3 students to recreate an already existing open source game. Documented the process using LaTeX, Doxygen, and GitHub. Developed interpersonal and communication skills through group meetings, algorithm development and documentation.

EDUCATION AND RELEVANT COURSEWORK

- **Bachelor of Software Eng. (Embedded Systems):** McMaster University 2020
- **Concurrent System Design:** Developed knowledge of concurrent system design including threads, semaphores, mutex, etc.
- **Data Structures and Algorithms:** Learned to implement software using different sorting algorithms, path finding algorithms and datatypes.
- **Databases:** Gained skills in database interaction; studied practice in addition to theory using a db2 database (MySQL).
- **Software Testing:** Developed skills in software testing and methodology.
- **Large System Design:** Studied different software architectures including SDLC and documentation.
- **Dynamic Systems and Control:** Modeling of physical systems in both discrete and continuous time, including stability analysis.
- **Real-Time Systems and Control Applications:** Developed knowledge about RTOS; studied safety classification, fail-safe design, scheduling, and real time system applications.
- **Engineering Stats:** Analysis relating to probabilities and statistics including data analysis, inference, regression, correlation, and analysis of variance.
- **Computer Networks and Security:** Improved knowledge relating to network architecture and the functionality implementation. Familiarized with internet and internet related protocols (TCP/IP, UDP, HTML, FTP, etc.).