

Software Engineering Student

Mohammed Abed

✉ abedm@mcmaster.ca

☎ 647-267-9724

in abed-mohammed

🌐 abedmohammed

Education

McMaster University

Sep 2020 - Exp 2024

- Bachelor in Software Engineering - 4.0 GPA
- Provost Honour Roll recipient

Hamilton, ON

Technical Skills

Programming Languages: Java, Python, JavaScript, HTML, CSS, PostgreSQL, C, C#
Tools: Visual Studio, Git, Bash, Unity, React, Node.js
Relevant Courses: Software Development and Design, Object Oriented Programming

Projects

🌐 Mapty

- Created a running and cycling website to track routes using OpenStreetMap **RESTful API** with **JavaScript**, **HTML**, and **CSS**
- Local storage features to save and load workouts
- JavaScript ES6 **object-oriented programming** class structures for clean and efficient code

🌐 Bank Website

- Developed a marketing website for Bankist using **JavaScript**, **HTML**, and **CSS**
- Website features modern, intuitive, and user-friendly UI
- Utilizes multiple interactive dynamic features with a focus on operating and loading smoothly

AOTTG2

- Junior developer in a popular open-source game project with 150 other members and over 30 000 fans
- Implemented bug fixes and assisted in implementing new features using **C#** and **Unity**
- Utilized **Git** to create pull requests and merge issue branches with main project branch

Experience

McMaster Formula Electric Team

Sep 2020 - Current

- Performed tensile strength calculations to determine suitable cooling components
- Created wireless temperature sensor system with **Arduino** to retrieve cooling data which was outputted and formatted in **Excel**

Hamilton, ON

Undergraduate Research Assistant

May 2021 - Sep 2021

- Researched, mounted, polished, etched, and photographed the micro-structure of iron-nitrogen diffusion couples
- Increased ultimate tensile strength of aluminum by 51% through chemical anodizing for increased durability in bullet proof vesting
- Operated Nikon microscope software NIS-Elements and **Excel** for statistical analysis

Hamilton, ON