

Ahmed Khaleel

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EDUCATION

McMaster University

B.Eng in Computer Engineering with CO-OP

- GPA: 3.60

Hamilton, ON

Sep. 2022 - Apr. 2026

EXPERIENCE

McMaster Engineering Competition

Programming Competitor

Nov. 2022 - Jan. 2023

Hamilton, ON

- Designed a solution to aid ship navigation systems with information from a buoy network.
- Developed an efficient Python program with a friendly UI to simulate and present ocean metrics at a glance.
- Collaborated with team members through an effective use of Git version control.
- Placed first and won the programming competition to move onto the provincial stage.

HOSA Canada

Club President and Competitor

Sep. 2018 - May 2022

Toronto, ON

- Independently managed a club of 40+ students, training them to compete in medical knowledge events.
- Planned numerous informative and engaging meetings, supplying students with helpful resources.
- Collaborated with and led club executives to create appealing slideshows to increase club participation, while leveraging social media accounts to increase student outreach.
- Consistently placed highly amongst 4 years of competition in medical events at the provincial level.

Make-A-Wish

Club Co-President and Member

Sep. 2018 - Jun. 2020

Hamilton, ON

- Organized and conducted numerous fundraisers raising over \$3000 per year towards the international foundation.
- Demonstrated core leadership, time management, and prioritization skills in effectively planning events.
- Handled inquiries and challenges brought up by the 60-member club, maintaining it's integrity.
- Coordinated with external organizations and increased outreach to expand fundraising possibilities.
- Brainstormed creative ideas to keep events fresh and engaging.

PROJECTS

Dexterity Dash | Python, Raspberry Pi, AutoDesk Inventor, Pygame, OOP, Git

Mar. 2023 - Apr. 2023

- Designed and executed a physical therapy solution for MS patients to improve hand mobility and remain active.
- Collaborated with a physical modelling sub-team to produce a specialized controller and video game.
- Developed a custom three-level Python game targeting activation in various muscle groups in the hand.
- Wired and soldered hardware components including joysticks and ADC's to implement player movement.
- Wrote a unique hardware interfacing library for joysticks, following proper code organization, allowing readability and ease for other team members.

Py-kemon Go | Python, CLI, OOP

Jan 2023 - Feb. 2023

- Recreated Pokemon GO using a command line Python game, complete with an interactive map.
- Implemented object-oriented patterns to store and handle user data as the player progresses.
- Created a randomly generated world with built-in memory functions and ANSI formatting.
- Optimized rendering function algorithms to use less memory as the game runs.

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript/TypeScript, HTML/CSS, MATLAB, Verilog

Developer Tools: PyTorch, OpenCV, React, Bootstrap, Node.js, Django, Selenium, Matplotlib, Tkinter, Pygame

Other Tools: Git, Visual Studio Code, AutoDesk Inventor