

# AYMAN MOHAMMAD

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## SUMMARY OF QUALIFICATIONS

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- Solid communicator with excellent interpersonal skills gained through frequently speaking to and interacting with a diverse audience of students at SciXChange workshops.
- Great aptitude for problem-solving, developed through patiently and persistently troubleshooting code in Toronto Metropolitan University courses such as Computer Science I & II.
- Demonstrated proficiency in multiple programming languages, including Python, C#, and Java, honed through both hands-on project experience and university coursework. Proven ability to design and develop complex applications.

Technical Skills: Python, Java, C#, C, Javascript, HTML, CSS, Bootstrap, Arduino, VEX, ROBOTC, Unity, MongoDB, Bash, Git/Github, TailwindCSS.

## PROJECTS

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**COVID-19 Bot** - [\[GitHub\]](#) | PYTHON, DISCORD.PY, MATPLOTLIB, MONGODB, GIT | Dec 2020 - Jan 2021

- Designed and coded a Discord bot in Python to track global COVID-19 statistics, featuring a built-in news search tool and data visualization.
- Implemented a backend database using MongoDB to asynchronously gather and store API responses from both the news and COVID-19 statistics API for more effective data handling.
- Maintained code documentation and tracked project progress through regular updates on GitHub.

**Quadratic Solver** - [\[GitHub\]](#) | C#, WINFORMS (.NET FRAMEWORK) | May 2020

- Developed an effective tool for solving quadratic equations that incorporates a clean and intuitive user-interface using C# and Visual Studio.
- Utilized the Windows Forms library from Microsoft's .NET Framework to implement a UI that contributes to a more polished user experience.

**Edigon** - [\[GitHub\]](#) | PYTHON, PYGAME | Jan 2019

- Worked as part of a two-person team to conceptualize and develop Edigon, a single-player turn-based RPG game using Python and the pygame library.
- Implemented turn-based combat mechanics that mirrored those of the popular game Undertale, showcasing an understanding of game design and development principles.

## VOLUNTEER & ACADEMIC EXPERIENCE

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**Computer Literacy Volunteer** Oct. 2021 - April 2022

SciXChange, Toronto Metropolitan University (formerly Ryerson) - Toronto, ON

- Led online workshops that teach students about computer literacy, further supporting their learning through various outreach activities (e.g. programming, Micro:Bits).
- Demonstrated excellent attention to detail by assessing the proficiency of students from different backgrounds and made changes to lessons accordingly to better fit their needs.
- Recognized as volunteer of the month for maintaining high standards of quality while contributing to SciXChange.

**VEX Robotics** Dec. 2019 - Jan 2020

Computer Engineering (TEJ3M), Westmount Secondary School - Hamilton, ON

- Worked in a fast-paced, dynamic environment as a leader of a 3-person team to plan, design, build, and develop an effective VEX robot.
- Quickly learned ROBOTC to efficiently write reliable code with keen attention to detail to operate VEX battle robots both autonomously and manually.

## EDUCATION

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**Bachelor of Science (BSc), Computer Science (Co-op)** Expected Graduation Date: June 2025

Toronto Metropolitan University (formerly Ryerson) - Toronto, ON

- Extracurricular Involvement: SciXChange Computer Literacy Outreach
- Relevant Coursework: Python (Computer Science I), Java (Computer Science II), Web Systems Development, Introduction to C and Unix, Data Structures

**Certifications:** Cisco IT Essentials