KHALIL MOHSIN

STUDENT

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EDUCATION

McGill University
Bachelor of Science (B.Sc.): Major : Computer Science - Computer Games, Minor: Psychology 2019

EMPLOYMENT

Cybus Solutions, INTERN WEB DEVELOPER   Jun 2016 - Aug 2016
• Upgraded the **UI** (user interface) for the company's web app **X|Fer Money Transfer,** making it more user friendly for clients, along side a team of 13 developers.
• Actively sought to learn the complexities of user interface and design.
• Wrote and debugged code in **HTML, CSS, JavaScript**, and occasionally assisted in debugging for back-end which utilized **PHP** and **ASP.NET**.

SKILLS

LANGUAGES: Java, C#, Python, JavaScript, HTML, CSS, PHP, C/C++, Node.Js
FRAMEWORKS: JQuery, Bootstrap, Django, React Native
OTHER: Interpersonal Skills, Self Motivated, Team Player

PROJECTS

CoffeeTime Hack The North 2017:   Sep 2017 - Current
- Developed an **Android** app in team of 4, with the purpose of helping facilitate office coffee runs by allowing friends to connect with each other based on their vicinity, notifying each other on who's going for a coffee run, and providing a means communicate what is wanted, with an easy means of transactions through **PayPal** wallets.
- Hosted back-end of the app on **Google's Fire Base**, used **Java** as our main language and integrated **Google Places API**.
- Utilized Fire Base's feature of cloud functions, to run **Node.js** functions.

Price_Is_Right Web Game   Jun 2017 - Current
- Developed a web based, point and click game with **HTML, CSS, JavaScript** and **JQuery**. The game randomly show cases items from its database and allows the players to make a choice to earn points in order to compete with a community of other players, with top scores being highlighted on a scoreboard.
- Hosted on **Google's Fire Base.**

Settlers Of Catan On Unity 3D: Sep 2016 - May 2017
- Developed a **3D** rendition of the game "Settlers of Catan", as a team of 6. It is a turn based, online multiplayer game that allows players to strategize using accumulated resources in order to gain maximum point.
- Used **Unity3D** as our game development platform, **Blender** to model assets for the game and the **Object Oriented Language C#** as our language of choice.
- Followed **Agile** methodology for developing the game.

ACTIVITIES

Computer Task Force, *Web Developer*   Sep 2017 - Current
• Working as a Web Developer at CTF, helping students and clubs design and maintain their websites.

School of Music Montreal, *Web Development team leader.*   Fall 2016 - Fall 2017
• Led a team of four developers for redesigning the website for the club, helping them shift away from WordPress.
• Worked on front end using **HTML, CSS, JS** and back end using **PHP, MySQL.**

Computer Science Undergraduate Society, *Computer Science Tutor*   Aug 2015 - Dec 2015
• Helped students learn basics of programming, understand the course material and debug their code.