KHALIL MOHSIN

STUDENT

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EDUCATION

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

EMPLOYMENT

SlideIn, *Co-founder/Full Stack Developer*, Montreal, Canada   Nov 2017 - Current
- Co-founded SlideIn as an entrepreneurial entry for the McGill Dobson Cup 2018 which reached the semi finals.
- Responsible for the end to end development of a RESTful web app that provides the customers an easy interaction with the service provided and allows them to make secure payments and track their order.
- Front-end made using HTML, CSS and JavaScript with customer information saved in mySQL and back-end running PHP scripts. All Payments are handled through the Stripes API.

Cybus Solutions, *INTERN WEB DEVELOPER*, Lahore, Pakistan   Jun 2016 - Aug 2016
- Upgraded the UI (user interface) for the company's web application 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 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, Bash
FRAMEWORKS: JQuery, Bootstrap, Django, React Native
OTHER: Interpersonal Skills, Self Motivated, Team Player, Problem Solving, Creativity

PROJECTS

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 and Unified Modeling Language (UML) to aid in the design process.

CoffeeTime - Hack The North 2017:   Sep 2017 - Current
- Developed an Android app in team of 4, with the purpose of facilitating office coffee runs. by allowing friends to connect with each other based on their vicinity, notifying each other on who's going for coffee runs and providing a means communicate to relay what each person wants. Payments are handled 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.
- Implemented the User Interface design and was tasked with coding for the utilization of Google Places API and Node.js functions for the wallet.
- Utilized Fire Base's feature of cloud functions, to run Node.js functions.

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.