Maaz Khan

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Education

University of British Columbia **Sep. 2023 – May 2027**
Bachelor of Science in Computer Science *Vancouver, British Columbia*

University of Toronto **Sep. 2022 – May 2023**
Bachelor of Science in Computer Science *Toronto, Ontario*

Experience

Johnson & Johnson **September 2024 – May 2025**
IT Business Analyst *Markham, Ontario*

- Acting as liaison between business and IT, determining current and future technical needs through stakeholder meetings, while facilitating sessions for requirements gathering and cost-benefit analysis.
- Spearheaded development of a robust Tableau and MySQL-based reporting system, integrating SAP, CDL database, and Denodo data, resulting in a **30%** reduction in manual data processing time and empowering proactive decision-making.

Canadian Mental Health Association **June 2023 – August 2023**
IT Assistant *Mississauga, Ontario*

- Implemented a web scraping script using Selenium and Pandas to gather and record data of phone bills for over **500** active accounts, helping save over **$5000** per month for the department by identifying and eliminating unused phone plans.
- Created a data automation pipeline on Azure Cloud using Python and Azure Active Directory to save **40+** hours in on-boarding processes per month.

Mississauga Code Club **August 2020 – May 2022**
Instructor *Mississauga, Ontario*

- Instructed a class of **10** students using Scratch over a course of **12** weeks and coordinated assignments and course material distribution.
- Created and edited existing curriculums, including **8** video tutorials, for Python and Scratch that were used in multiple course sessions.

Personal Projects

Catan 1vs1 AI Bot | *Python*

- Developed a bot using Scikit-learn and NumPy using an existing framework based on the AlphaBeta Pruning Algorithm to beat **70%** of basic bot games.
- Implemented bot into real time games on Colonists.io to achieve a rating of 1500 and win **30%** of games against real players.
- Created a web scraping program to gather JSON data from previous games of existing players to develop a database that was used to train the bot.

Workout Scheduling App | *JavaScript, React, React Native*

- Developed a web and mobile interface to keep track of exercises and record previous sessions by creating a frontend website alongside a mobile application and backend API connected to database.
- Created front-end UI via React and React Native to log and display statistics, integrating ChartsJS to create graphs for over 50 different exercises for easy visual tracking.
- Exposed a RESTful API consisting of Express, Node.js, and a MongoDB Cluster as to retrieve data, recieving **100s** of requests weekly.

Visualiser Websites | *JavaScript, HTML, CSS*

- Created a series of web pages using Javascript, CSS and HTML hosted on GitHub pages in order to explore and visualize computer science fields of interest.
- Implemented UI for user focused simulation and visualizations such as sorting algorithms, path finding algorithms and a hexagonal grid map.
- Implemented multiple pathfinding algorithms on a hexagonal grid to improve efficiency of classic algorithms by **20-30%**.

Technical Skills

Languages: Python, Java, C, C++, HTML/CSS, JavaScript, SQL
Technologies/Frameworks: React, Node, Selenium, Git, Express, NumPy, Pandas, MongoDB, Scikit-Learn
Concepts: Software Engineering, Embedded Systems, Data Structures and Algorithms, Operating Systems