Maaz Khan

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Education

University of British Columbia

Bachelor of Science in Computer Science

 $Vancouver,\ British\ Columbia$

Sep. 2023 - May 2027

Sep. 2022 - May 2023

University of Toronto

Bachelor of Science in Computer Science

Toronto, Ontario

- GPA: 3.7

Experience

Canadian Mental Health Association

June 2023 - August 2023

 $IT\ Assistant$

Mississauga, Ontario

- Created and implemented a web scraping python script using Selenium and Pandas to gather and record data of over 500 users, helping save over \$5000 per month for the department.
- Helped in creating an automation script on Azure Cloud for on-boarding processes to save 2+ hours in manual work for every new hire in the company.
- Used Azure active directory in helping maintain smooth flowing technical services for 300+ employees.

My Code Club

August 2020 - May 2022

Instructor

Mississauga, Ontario

- Instructed a class of 10 young students using Scratch over a course of 12 weeks and coordinated assignments and course material distribution.
- Created and edited existing curriculums for Python and Scratch that were used in multiple course sessions.
- Created video tutorials explaining the basics of Python and Turtle used as official tutorials of the organization.

Projects

Workout Scheduling App | JavaScript, React Native

December 2022 - Ongoing

- Developed an interface to keep track of exercises and record previous sessions.
- Created front-end UI to log and display statistics using React Native.
- Created Express and Nodejs backend API to connect to MongoDB Cluster.
- Application used by multiple friends and family and received effective feedback used to change source code.

Personal Websites | JavaScript, HTML, CSS

Winter 2021

- Created a series of web pages hosted on GitHub pages in order to explore and visualize computer science Fields of interest.
- Implemented UI for user focused simulation and visualizations.
- Represented previous projects in an accessible and easy-to-use way.

Discord Bot | Python

Summer 2021

- Created a bot for Discord and hosted on Google Cloud for limited time.
- Able to implement currency system that stored and retrieved information even after the bot went offline.
- Bot was used in large servers of 100s of individuals.

2D Platform Game | Python, PyGame

July 2021

- Created a 2 player custom platform game using Python and PyGame for a hackathon.
- Processed user input in order to simulate collisions and keep track of score.
- Implemented functionality to connect to 2 players over local LAN for the ability to play on separate devices

Technical Skills

Languages: Python, Java, C, HTML/CSS, JavaScript

Developer Tools: VS Code, Eclipse, Android Studio, Azure Cloud, Azure Active Directory

Technologies/Frameworks: React, Node, Selenium, GitHub