






Mohammed Balfaqih

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Skills

Javascript (VueJs, NuxtJs, ReactJs), HTML CSS, GIT, C, Java, R, SQL, Docker, AWS, Sequelize, MongoDB, Python (Numpy, Pytorch, Pandas, Flask, Scikit-Learn, Matplotlib), C++, SFML

Experience

Data and Image Analysis Group, Memorial University

St. John's, NL

Research Software Developer

January 2022–PRESENT

- Developed and maintained scripts using Bash and Python to facilitate job scheduling and automation for both manager and worker machines, resulting in improved efficiency and streamlined processes.
- Contributed to developing WIMARS, a collaborative web platform for AI-based image analysis tasks. Streamlined collaboration, task management, and automated annotation deployment.

Coremenus, LLC

Remote

Full-stack Developer

March 2022–March 2024

- Designed and developed a SaaS web application from concept to deployment, serving 500 daily users, allowing restaurants to effortlessly create, manage, and customize their digital menus.
- Integrated live tracking functionality, enabling customers to place orders directly from their table or car using the QR code menu, resulting in enhanced convenience and improved customer satisfaction.

COREGAME Technology Solution

Doha, Qatar

Software Developer - Contract

January 2021–July 2023

- Collaborated with clients to gather requirements, understand their business needs, and build them software and websites such as landing pages, point-of-sale systems, and content management solutions.
- Developed web and desktop applications using industry-standard languages (e.g., C, Python, JavaScript) and relevant frameworks and libraries.

Projects

NRR Wildlife Camera Traps Detector

April 2024

- As a part of my final year in Computer Science, I developed a deep learning model that detects and classify animal species in images taken by camera traps distributed in the wild in Nova Scotia. I also made a frontend GUI to use the model without technical knowledge required. This project was done under DIAG Lab and for NRR Nova Scotia.

William Wick Game

December 2023

- Developed a custom game engine with my team to build a top-down shooter game called William Wick. We used C++, SFML, and IMGUI to build the game engine. Everything in the game engine from physics to rendering was done from scratch.

MUN Dhall App

December 2022

- Collaborated on a React Native and Firebase mobile app for residence dining halls, providing users with food offer previews and favoriting functionality for personalized notifications, enhancing dining experiences and informed food choices.

School Dismissal Solution

April 2022

- Developed a comprehensive school dismissal solution using Vue.js, Express, and SQL, enabling schools and parents to efficiently coordinate student dismissals by providing real-time notifications to each respective class, enhancing safety and streamlining the dismissal process.

Education

Memorial University

St. John's, NL

Bachelor of Science - Computer Science, Honours

December 2024

- Awards: Dean's List 2022 - 2023, Paton College Crest 2023 - 2024
- Activities: Curtis House Council President and Treasurer, MUNCSS Event Coordinator