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EDUCATION

McGill University Montreal, QC

B.Sc Major Mathematics and Computer Science

Graduation: 2022

• **GPA**: 3.88/4.0

• Relevant Coursework: Algorithms, Data Structures, Operating Systems, Software Design, Information Privacy

EXPERIENCE

CloudOps Monteal, QC

Cloud Developer Intern

05/2021 - 08/2021

- Used Java and Spring Boot to develop features on a public facing API
- Worked with Vue.Js, MySQL, Elasticsearch, and testing frameworks such as Spock, Jest, and JUnit
- Improved monetization of the platform by allowing discounts and credits to be applied to monthly invoices

Dynamic Integration Technologies

Monteal, QC

Co-Founder and Software Engineer

06/2020 - 02/2021

- Engineered and developed a core component for an RFID touch-less checkout system
- Worked with RFID readers, tags, and antennas, as well as various analog sensors and WiFi microcontrollers
- Learned entrepreneurial and management skills required in launching a startup

Senseguake Montreal, QC

5/2020 - 09/2020 Web Developer

- Used Node.js, Express.js, MongoDB, HTML, and CSS to develop an improved web portal for clients
- Worked with AWS services including S3, Lambda, and EC2
- Implemented an automatic modal analysis algorithm and real-time vibration graphs from raw sensor data

Traction on Demand Montreal, QC

Developer Intern

01/2020 - 03/2020

- Studied aspects of the Salesforce platform including app development, security, and database architectures
- Improved clients business processes by developing interactive lightning components, automated workflows, and analysis algorithms
- Applied my knowledge of Salesforce by achieving over 50 Trailhead badges and becoming proficient in writing Apex code and SOQL queries

PROJECTS

Automated Temperature and Humidity Monitoring

Personal Project 2021

Arduino, Node.js, MongoDB, ESP32 microcontroller, RHT03 Sensor

Current Project

- Implementing an automated temperature and humidity monitoring system for restaurants
- Working on issues such as increasing battery life, robustness, visualizing data, and error handling

Legends of Andor

Group Project 2020

Java, XML, Spring Boot, Android Studio, IntelliJ

github.com/khalilv/LegendsOfAndor

• Developed a multiplayer, turn-based game for android devices using Android Studio, Spring Boot and IntelliJ

CERTIFICATES AND AWARDS

Tomlinson Engagement Award for Mentoring, McGill University 2021

Saleforce Certified Platform Developer 1, 2020

MTA: Database Fundamentals Certified, 2019

OTHER TECHNICAL SKILLS