

MOHAMMED SAHL

mohammedsahl.dev · mskably@uwaterloo.ca · in/mohammed-sahl · mohammedsahl

SUMMARY

- Experience with Android development, Salesforce, full-stack frameworks, scripting and compilers
- Python, JavaScript, TypeScript, C/C++, Java, Kotlin; React/Redux, Sails/ExpressJS, Cypress

EDUCATION

University of Waterloo

Bachelor in Computer Science (Co-op)

Waterloo, ON

September 2018 - April 2023

EXPERIENCE

Android Developer

Wonolo

(Remote) Waterloo, ON

September 2021 - December 2021

- Will collaborate across functions to transform user pain points and business needs into intuitive experiences.

Salesforce Engineer

Manulife

(Remote) Waterloo, ON

January 2021 - April 2021

- Revamped dataflow pipeline with Apache Nifi increasing reliability in data transfer from SFTP to Salesforce
- Programmed Apex Batch classes and Triggers to process **20,000+** records across several campaigns
- Dropped application load times by **57%** by converting to a stateful architecture for event propagation

Software Engineering Fellow

Major League Hacking

(Remote) Waterloo, ON

May 2020 - August 2020

- Built a RESTful back-end server and testing framework for **v2** of a JavaScript transpiler sandbox
- Developed a word processing document parser and contributed to a spreadsheet data toolkit
- Added E2E tests using Cypress helping validate UI and server requests for a documentation generator plugin

Quality Engineer

WorkMarket

Toronto, ON

May 2019 - August 2019

- Expedited build and release pipeline by **25x** by automating repetitive test cases using Espresso
- Developed software test plans for the Android platform increasing case coverage by **30%**
- Reduced employee on-boarding times by **4x** by consolidating documentation into a single repository

PROJECTS

Biquadris | C++, Bash

- Programmed a two player Tetris clone with revamped block generation, level difficulty and player abilities
- Devised special actions, triggered by clearing multiple rows, allowing user to negatively influence opponent
- Formulated level specific block generation using various software engineering design patterns

Babel-Repl | JavaScript, React, SailsJS, Supertest

- Engineered a sandbox that transpiles code from ES6 to ES5 syntax with custom plugin and config support
- Introduced functionality to save and fork blobs, view AST with syntax highlighting and transpile history
- Implemented back-end and testing infra using SailsJS's MVC framework

C-Compiler | C++, Assembly, Bash

- Created a compiler that scans, parses and generates executable files from C source code
- Implemented loops, variable assignment, function definitions, conditional, arithmetic and return statements
- Uses LR(1) NFA parsing to analyse a context-free language and produce derivation for a given string

WordJS | TypeScript, PowerShell

- Architected a word processing document library with **1.2k+** stars, **200+** forks and **402k+** weekly downloads
- Implemented logarithmic time file type detection by using trie data structure to process file signatures
- Developed a file-type agnostic XML handler to parse through text blocks for unzipped files

UtilBot | Rust, PostgreSQL, diesel

- Built a full-stack Discord bot that profiles users and serves bash-like instructions
- Added commands for server members to ask questions and get replies from users matching its characteristics

Auto-Repo-Struct | React, TypeScript, TSX

- Authored a plugin to allow users to visualize, in tree form, repository structures on Github