MOHIT MASAND

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Education

Simon Fraser University   Sept 2021-Present
B.Sc in Computing Science   GPA: 3.50/4.33
Relevant Coursework: OOD in Java, OOP, Data Structures, Algorithms, Software Engineering, Database Systems, Applied
    Statistics, Linear Algebra, Discrete Mathematics

Personal Projects

React Portfolio Website (mohitmasand.netlify.app)   Jan-Feb 2023
- Designed and developed a responsive portfolio website using **React.js** and **SCSS**, utilizing the **BEM** methodology for modular and maintainable styling.
- Integrated **Sanity** as the **CMS**, fetching and displaying dynamic content in the React app via **Javascript's** client **API**.
- Utilized the **Framer Motion** React library to add dynamic animations, enhancing the overall user experience.
- Deployed the application to a live production environment using **Netlify**, ensuring seamless accessibility.

Sorting Algorithms Visualizer   Dec 2022-Jan 2023
- Implemented a sorting visualizer website using **HTML**, **CSS**, and vanilla **JavaScript**, featuring 6 different sorting algorithms, each with customizable speed and array size options.
- Analyzed and wrote the most efficient version of each algorithm for optimized time complexity and performance.
- Represented a comparison in Big-O complexities of the algorithms by displaying the number of comparisons made.
- Advertised the website as an effective learning resource tool and received positive feedback from 4 users.

Android Cooperative Game Converter Introduction to Software Engineering, SFU   Sept-Dec 2022
- Built a responsive app using **Java** on **Android Studio** that allows competitive board games to be played cooperatively.
- Utilized **Google's Gson library** to use the **SharedPreferences API** to implement data storage and retrieval capabilities.
- Implemented multiple Unit Tests for the logic classes using the **JUnit 5** framework to ensure bug prevention and improve code quality.
- Coordinated effectively in an **Agile** team of 4 members with skills in software engineering and **UI design** to convert user stories into code, resulting in a project final grade of 98%.

Android Mineseeker Game Introduction to Software Engineering, SFU   Sept-Dec 2022
- Built a native Android game that requires a set of hidden mines in a grid of unrevealed slots to be found efficiently.
- Implemented with **Android Studio**, using **XML** for an appealing UI and a robust app architecture, and **Java** for a complex logic structure.
- Successfully converted customer **User Stories** into **Java** code and designed **UML** diagrams to produce a friendly UI.

AVL Tree Implementation   May-Aug 2022
- Implemented an **AVL Tree** data structure in **C++**, allowing for key-value pair storage and retrieval with logarithmic time complexity for insertion and deletion.
- Enhanced the functionality by implementing the ability to store any data types with use of template classes and methods.
- Wrote 13 test case functions to thoroughly check each component of the AVL Tree implementation, ensuring its reliability and performance.

Non-Technical Experience

Produce Clerk Real Canadian Superstore, Loblaws Inc., Surrey, BC   Nov 2020-Apr 2021
- Assisted customers in their daily shopping needs by creating a comforting environment and assuring ease of navigation, resulting in a smooth and efficient experience for the customers.
- Stocked products, maintained inventory control, price marked, and code dated items to promote customer satisfaction and avoid confusion allowing for a positive and controlled setting.
- Trained and provided support to new team members, contributing to a positive and cohesive work environment and consistently received positive feedback from customers and management.

Technical Skills

Programming Languages: Java, C++, C, Python, Javascript, HTML, CSS
Technologies: SQL, Git, JUnit, React.js, XML, HTTP, REST APIs