

MOINUDDIN SHAIKH

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PROFESSIONAL SUMMARY

Problem-solving Software Engineer with a background in full stack development through robust technologies. Computer Programming Diploma Graduate from Sheridan. Specialities include: Backend development, Frontend development and Devops

EDUCATION

Sheridan College

Associate's, Computer Science

- Computer Programming Diploma

January 2024 - April 2025

GPA: 3.6

PROFESSIONAL EXPERIENCE

The Closet Software

Founder

- Building a browser extension that integrates AI-powered virtual try-on functionality for online apparel stores, streamlining the fashion e-commerce experience.
- Designing and developing the full-stack architecture using modern web technologies (Vite, Preact, Supabase, and Edge Functions) to support anonymous user sessions and real-time previews.
- Leading the product design and prototyping of The Closet Software, with an early demo available at <https://closet.software>

Mississauga, ON, Canada

September 2025 - Present

Google Developer Group Sheridan

Website Coordinator

- Working on the official GDG Sheridan Website (www.gdgsheridan.com)
- Built with React, Express, Docker, Github Actions
- Conducting workshops and meetings with students.

Oakville, ON, Canada

September 2024 - May 2025

Sheridan College

Peer Mentor

- Scheduling 1:1 session with students and providing guidance through their academic life
- Representing Sheridan at college fairs
- Ensuring smooth conduct of event initiatives by Sheridan and other authorities.

Mississauga, ON, Canada

January 2024 - May 2025

Dal Moro's Fresh Pasta To-Go

Supervisor

- Supervising front staff, inventory management and cashflow management

Mississauga, ON, Canada

June 2024 - Present

PROJECTS

nocaps - [Link to project](#)

Full Stack Developer

- Built a CLI tool for summarizing runtime errors and suggesting fixes with a clever tone.
- Used Auth0 PKCE + localhost for authorization
- Built the API on express

Mississauga, ON, Canada

July 2025 - August 2025

Conscient - [Link to project](#)

Dev Ops Engineer

- Built an AI-driven platform offering personalized emotional support through adaptive conversations, integrating a secure digital diary with progress tracking.
- Designed a peer-matching system using Groq AI for extensive machine learning, leveraging networking protocols to securely connect users with shared experiences.
- Used MongoDB Atlas to deploy the database for the project.

Ottawa, ON, Canada

January 2025 - Present

Multi Knives - [Link to project](#)

Indie Game developer

- Used C# with Unity Game Engine and Photoshop to develop a fully functional mobile game.
- Learned core programming concepts like OOPs and basics of DSA as well as the functionalities of Unity Game Engine.
- Used Photoshop to develop the sprites for the project.
- Early project (age 14), not hosted on GitHub as I had not begun using it yet.

Remote

January 2020 - April 2021

TECHNOLOGIES

Frontend: AngularJS, React.js, Figma, Tailwind, SCSS, HTML/CSS

Backend: Express.js, .NET, Node.js, Spring Boot, Flask, MySQL, Postgres, NoSQL, Supabase, Deno.js

Programming Languages: Java, JavaScript, Python, C#, OOP, TypeScript, Kotlin

Devops: AWS, Github Actions, JIRA, Docker, Git, Bash, Linux/Unix