

MOINUDDIN SHAIKH

(437) 977-5495 | moinuddinshaikh173@gmail.com | Mississauga, ON, Canada |

Website: <https://moinuddin.tech> LinkedIn: [linkedin.com/in/moinuddin-shaikh-03d23/](https://www.linkedin.com/in/moinuddin-shaikh-03d23/) | GitHub: github.com/moinuddin95

PROFESSIONAL SUMMARY

Computer Programming graduate from Sheridan College with full stack development experience. Started coding at 14. Former student leader and web developer for Sheridan's Google Developer Student Club. Hackathons helped build practical skills and a passion for creating useful products.

EDUCATION

Sheridan College
Diploma in Computer Programming

April 2025
GPA: 3.8

PROFESSIONAL EXPERIENCE

Google Developer Group Sheridan
Website Coordinator

Oakville, ON, Canada
September 2024 - Present

- Working on the official GDG Sheridan Website (www.gdgsheridan.com). Using Docker for containerization, Figma for UI design, React for frontend, and Express for backend.
- Used LLMs for efficiency. Implementing CI/CD pipelines using Github Actions.
- Conducting workshops and meetings with students.

Sheridan College
Peer Mentor

Mississauga, ON, Canada
January 2024 - Present

- 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.

Dal Moro's Fresh Pasta To-Go
Store Front Employee

Mississauga, ON, Canada
June 2024 - Present

PROJECTS

Conscient – [Link to Project](#)

Full Stack Developer

- Vibe coded the frontend using Lovable.
- AI Chat bot built using Grok AI.
- Trained the AI using matplotlib.pyplot and Natural Language Processing.

Polaris – [Link to Project](#)

Backend Developer

- Used Mappedin API and essential web technologies to develop a fully functional event navigation platform.
- Used Third-party Node.js modules and the Voiceflow API to integrate an AI chatbot.
- Used MongoDB Atlas to deploy the database for the project.

Multi Knives

Indie Game developer

- Used C#, Photoshop and Audacity to develop a fully functional mobile game, inspired by the game "Knife hit".
- Learned core programming concepts like OOPs as well as the functionalities of Unity Game Engine.
- Used Photoshop to develop the sprites for the project and Audacity to record and edit the sounds from scratch.

SKILLS

Languages : TypeScript, Java, C#, C++, Python, JavaScript

Backend : JUnit, Express.js, Spring Boot, .NET

Frontend : React.js, Angular.js

AI/ML Concepts : Large Language Models (LLMs), Natural Language Processing (NLP), Computer Vision (Open CV), Supervised & Unsupervised Learning, Neural Networks, Model Evaluation

DevOps : Linux/Unix, Git, Bash, Docker, AWS, GitHub Actions