MOHAMMAD SAMIN

+1(519)719-3198 | Waterloo, ON | msamin@uwaterloo.ca | github.com/msamin-25

EDUCATION

University of Waterloo	Present
Bachelor of Computer Science, Honours, Co-op	Waterloo, ON, Canada

TECHNICAL SKILLS

- Languages: Python, JavaScript, TypeScript, HTML, CSS, C, Racket
- Frameworks/tools: React, Node.js, VS Code, PyCharm, Figma, Canva
- Other: CompTIA A+, Git/GitHub, Windows troubleshooting, Device Setup, printing systems, DevOps/Cloud Infrastructure interest, reliability, testing, automation mindset, and availability.

EXPERIENCE

OI Labs (Ohminsights Labs)　　　　　　　　　　　　　　　June 2025 – Aug 2025
Software Engineer Intern　　　　　　　　　　　　　　　　　　　　　　*Remote*

- Contributed to the front-end development of a web application project, and improved UI functionality and user engagement.
- Collaborated with a team of tech professionals to successfully launch the mobile application "Carely".
- Performed release testing via TestFlight; logged defects and verified fixes to support stable deployments.

London Public Library　　　　　　　　　　　　　　　　　　Jan 2025 – Aug 2025
Tech Tutor (Volunteer)　　　　　　　　　　　　　　　　　　　　　　*London, ON*

- Solved the issues faced by students with digital hardware and Windows installation.
- Assisted patrons with digital literacy, MS Office, printing issues, and email troubleshooting.
- Helped newcomers gain comfort with using digital resources and secure communication tools.

Junior Achievement Southwestern Ontario　　　　　　　　Oct 2024 – April 2025
Company Program Mentor　　　　　　　　　　　　　　　　　　　　　*London, ON*

- Mentored high school students in creating and running their own businesses under Junior Achievement.
- Taught them basic tech usage and digital tools for marketing and productivity.
- Instructed about Shopify and helped in creating their initial company website.

Projects

Games.Random | *JavaScript, HTML/CSS, Phaser, P5.js, Web App*

- Built a browser-based 2D game sandbox that lets learners edit live code and see gameplay changes instantly, cutting time-to-first-interaction to ~1.50 minutes and supporting 24+ starter game templates.
- Shipped an MVP; demoed to the panel and won **Best Product** at the UWCS Project Program.

Python Coffee Machine | *Python, OOP, CLI, PyCharm*

- Developed a CLI coffee-machine simulator with multiple drink options, resource tracking across 80+ ingredients, and a coin-based payment flow, processing 100+ simulated orders end-to-end.
- Built inventory/refill modules and validation for 15+ edge cases (insufficient resources, invalid input, underpayment), preventing common runtime failures during testing.

ARSPHR Organization Website | *HTML, CSS, JavaScript, REST APIs, jQuery, Figma, Canva*

- Designed and deployed a responsive website for a refugee-focused non-profit.
- Integrated the Google Maps API with dynamic tagging for 20+ regional locations, enabling interactive exploration of services and regional data.

Celebrity Guess Game with Instagram Follower | *Python, APIs, Game Logic, PyCharm*

- Built a terminal-based Higher/Lower game using an Instagram-style dataset/API with **50+** celebrity profiles and randomized, repeatable matchups.
- Implemented scoring + replay loop with deduped sampling and robust validation/error handling (**10+** failure modes) to sustain **10–15** rounds/session without crashes.

Competition & Awards

Startup Ecosystem Canada with UWCSC- SaaS Product on Lifestyle, UWCS Club Project Winner	2025
Canadian Math Open Challenge - National Top 15 (Canada)	2023