MUHAMMAD ABDULLAH

Toronto, ON — (289) 980-4702 — Email| Website | LinkedIn | GitHub

EDUCATION

Computer Science: BSc (Hons)
Toronto Metropolitan University
(Formerly Ryerson University)
2021 – 2025
Toronto, ON

RELEVANT COURSES

Data Structures, Algorithms, Linear Algebra, Operating Systems, Discrete Structures

SKILLS

- Java
- Python
- Linux
- HTML
- CSS
- C++
- JavaScript
- Lisp
- Git
- Algorithm Design
- Technical Writing
- Data Analysis
- Interpersonal Comm.
- Patience
- Bilingual

SUMMARY

Muhammad is an inquisitive and energetic computer science student. He is skilled in leadership with strong technical foundations in math, programming logic, algorithms, and cross-platform coding. He is an eager team player who is seeking internships to leverage solid development skills with focus on collaboration, communication, passion, and creativity.

EXPERIENCE

Algorithms and Coding Club

Member |Fall 2021 - Present

- Worked individually and with various teams to strategize and solve complex system algorithms.
- Participated in numerous hackathons and programming competitions focused on algorithms and data structures.
- Achieved 150+ leet-code solutions, which in turn made my problem-solving skills highly efficient.

Planet Fitness

Member Representative | Spring 2022 – Present

- Organized daily tasks and ensured the best results as a part time team leader.
- Dealt with 500+ members a day while communicating and fixing member concerns with ease.
- Kept management apprised of member concerns by referring to policies, and procedures.
- Completed administrative tasks such as member file maintenance, and data entry of client records.

Ted Rogers School of Management – I.T.

Information Technology Technician| Fall 2022 – Present

- Skilled in troubleshooting hardware and software issues.
- Proficient in a variety of operating systems and computer applications.
- Experience with network setup and maintenance.
- Knowledge of best practices for data security and backup.

Programming Teacher

Guest Teacher **(Volunteer)** | Spring 2020

- Experience teaching programming to students of various skill levels.
- Planned, and organized a 2-hour lecture where students learned, variables, basic operations, and standard output.
- Knowledge of best practices for teaching programming.
- Experience creating and following lesson plans.

PROJECTS

Personal Website

HTML5 | CSS | JavaScript

- Demonstrated proficiency in HTML, CSS, and JavaScript, the core technologies for creating and styling web pages and adding interactive functionality.
- Used HTML to structure and organize the content of the website, including text, images, videos, and links.
- Applied CSS to style the website, including layout, colors, fonts, and other visual elements, to create a consistent and visually appealing design.
- Utilized JavaScript to add dynamic and interactive features to the website, such as animations, forms, and pop-ups, to engage and delight users.
- Leveraged the latest web standards and best practices to ensure that the website is accessible, responsive, and cross-browser compatible.
- Implemented advanced techniques, such as semantic HTML and CSS grid, to create a modern and user-friendly website that is optimized for search engines and devices.
- Used version control and collaboration tools, such as Git and GitHub, to manage the website's code and collaborate with other developers and designers.
- Promoted the website through social media, forums, and other channels to attract and engage visitors and showcase your skills and achievements.

School Data System

Java

- Demonstrated expertise in Java, a popular and powerful programming language used for developing enterprise-level applications, such as data systems.
- Developed and maintained the data system, including updates, fixes, and enhancements, to keep it aligned with the school's evolving needs and policies.
- Developed and executed unit, integration, and acceptance tests to ensure the data system is accurate, reliable, and secure.
- Used object-oriented programming concepts and design patterns, such as inheritance and polymorphism, to create modular and scalable code.
- Developed and implemented data models and algorithms, such as data normalization and clustering, to organize, analyze, and extract insights from the data.

Ecommerce User Interface

Java

- Developed and implemented user flows and interactions, such as navigation and checkout, to provide a seamless and intuitive shopping experience.
- With the use of objects, arrays, lists, maps, recursion, and error checking.
- Used debugging and testing tools to identify and fix bugs, optimize performance, and ensure the user interface's compatibility and accessibility.
- Integrated the user interface with other systems and applications, such as databases and payment gateways, to provide a complete and functional ecommerce solution.