

Muhammad Muzammil

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SKILLS

Programming Languages: Python (4 yrs), C++ (4 yrs), JavaScript ES6 (3 yrs), C# (3 yrs), TypeScript (3 yrs), HTML/CSS (3 yrs), Java (2 yrs), SQL (2 yrs), Powershell (1 yr)
Technologies: Qt/QML, Unity, Unreal Engine, Blender, Figma, AWS, Git/GitHub, React, FastAPI, Pgvector, Vue.js, Three.js, Node.js, NumPy, Jira

EDUCATION

University of Calgary

Calgary, AB

Bachelor of Science in Computer Science

Expected June 2027

- **Relevant coursework:** Operating Systems, Computer Architecture, Microprocessor Design, Assembly Programming, Data Structures, Discrete Mathematics, Linear Algebra, Algorithms, Intro to Software Development, Object-Oriented Programming, Computer Networks
- **Honors:** 2022-2023 Deans List Award, First Year Scholars Program
- Enrolled in Science Internship Program

EXPERIENCE

Process Control Engineer Intern

May 2025 – Present

Cenovus

Calgary, AB

- Optimized 50+ **HTML and C#** operator dashboard graphics, reducing system downtime by **15%**
- Developed automation scripts and background processes in **Python and Powershell** for manual processes, saving up to **\$20k** of labor costs on quarterly sensor data commissioning
- Participated in emergency shutdown logic testing, validating all safety interlocks in real-time for a major plant

Founding Engineer

July 2025 – Present

Thinkera

Germany, Remote

- Created full-stack application using **React, TypeScript, FastAPI, and Supabase** for a funded startup
- Built ReAct agent system with 15+ custom tools, processing hour long meetings in **around 2 minutes** via 50-200 parallel operations
- Built self-improving extraction system with human-in-the-loop feedback, boosting accuracy by **90-95%**

Software Team Member

Oct 2022 – May 2025

UofC Solar Car

Calgary, AB

- Developed the digital dashboard systems and test interfaces on **Qt 6.0 using C++ and QML**
- Optimized workflows by transitioning to a Linux workspace, achieving a **50% increase** in efficiency
- Collaborated with other sub-teams to ensure seamless project integration using Jira and Agile methodologies

PROJECTS

Last Stop | *C#, GLSL, Unity3D, Blender*

github.com/muzman123/last_stop_unity3D

- Designed and developed a 3D PS2-style horror game in Unity during a one-week game jam, receiving over **6k downloads** and over 15k impressions
- Enhanced player experience with custom shaders, real-time lighting and post-processing effects
- Designed low-poly Blender models and carried out texture compression to maintain **stable 60 FPS**

RateXpose | *Typescript, Nextjs, Git, Node, Vercel*

ratexpose.ca

- Developed a full-stack social-budgeting website that encourages price transparency as part of an ongoing startup project, implemented authentication with **Supabase**
- Engineered a secure web form that anonymously collects, verifies, and stores bill information in a **NoSQL** database
- Published RateXpose waitlist gaining **200+ emails** so far, continuously optimizing based on user feedback

MyBuddy | *Javascript, React, MongoDB, Git, OpenAI*

github.com/muzman123/MyBuddy-webapp

- Developed a gamified web platform for rehabilitating children to practice conversation and emotional expression as part of a 24-hour Alberta Health Hackathon 2024
- Presented and demonstrated the project to professionals at **Alberta Health Services**, who vetted and approved it
- Integrated GPT-4 API to create a chat feature that engages children with tailored prompts and conversations