MOHAMMED HARRIS JINNAH MOHIDEEN

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EDUCATION

University of Windsor   **Windsor, ON**
Master of Applied Computing   *May 21 - Aug 22*

Rahman Institute of Science and Technology   **Chennai, India**
Bachelor of Technology, Computer Science and Engineering   *Aug 16 - Sep 20*

WORK EXPERIENCE

Infocrush Consulting and Services Inc   **Toronto, ON**
Software Developer - Cloud (Co-op Internship)   *May 22 - Aug 22*
- Developed and designed the gameplay mechanics for an interactive puzzle game, including programming the graphics, scripts, interface and sounds to prepare for market release
- Performed various beta-tests for quality assurance to prepare the game for launch
- Leveraged WebGL to build game, while managing deployment through AWS EC2 instances

Unadio   **Toronto, ON**
Software Developer (Freelance)   *May 22 – Sept 22*
- Create user interface flows, designs, color schemes and graphics with Figma to improve consumer's learning experience, while working on backend development using Python and Django
- Build database design and development adhering to architecture methodology

PROJECT EXPERIENCE

University of Windsor Course Projects   **Windsor, ON**
Airline Performance Analysis   *Sep 21 - Dec 21*
- Analyzed big data to generate reports, while creating an Express app to visual the output for distance traveled by flights to determine the highest percentage of on-time arrivals for a specific route
- Utilized Amazon S3 to store the data set, Amazon EMR to retrieve the data set, and Amazon RDS to store aggregated data set

Appu Search Engine   *May 21 - Jul 21*
- Developed a web crawler algorithm by executing HTML to text parser functionality
- Implemented caching feature on the search engine, improving the local browser's loading speed by 15%
- Prepared metrics and conducted retrospective meetings

Athena   *May 21 - Jul 21*
- Created the app ATHENA to visualize concepts in augmented reality form through interconnections with audiobooks and physical books
- Designed assets through Unity 3D, provided animation, and integrated AR with WebXR
- Prepared test cases, test results, and defect reports as part of the QA team

SKILLS

- **Programming Languages:** Python, C, C++, C#, HTML5, Java, JavaScript
- **Software:** Unity3D, Unreal Engine
- **Tools and Frameworks:** Azure, Microsoft Office, MySQL, CSS, Figma, Git, GitHub, Django, JIRA
- **Methodologies:** SDLC (Agile, Scrum, Kanban)
- **Industry Knowledge:** Software Project Management, 3D Visualization, Computer Graphics, Video Games

CERTIFICATIONS & TECHNICAL TRAINING

Certifications
Microsoft Certified: Azure Fundamentals   *Mar 23*

LinkedIn Learning Courses
Project Management Foundations: Requirements   *May 21*
Software Testing: Exploratory Testing   *May 21*