

Sharjil Mohsin

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Education

McMaster University

B.ENG.MGMT IN SOFTWARE ENGINEERING AND MANAGEMENT, GPA: 3.3/4.0

Hamilton, ON

Sept. 2017 - PRESENT

- **Expected Graduation Date:** April 2023
- **Relevant Courses:** Data Structures and Algorithms, Software Design and Development, Software Testing, Databases

Work Experience

Royal Bank of Canada (RBC)

INCOMING SOFTWARE DEVELOPER INTERN

Toronto, ON

Sept. 2021 - Dec. 2021

- Working with the Android Development team.

McMaster University

TEACHING ASSISTANT

Hamilton, ON

Sept. 2020 - Apr. 2021

- Ensured **50+** 1st year engineering students understood and implemented concepts on programming, engineering design, engineering professionalism, and material science through related hands-on engineering projects using **Raspberry Pi**, **Python**, and **AutoCAD**.
- **Facilitated** group discussion, **motivated** students to attain personal growth, and **encouraged** skills development.

FreshCo Ltd.

CASHIER

Oakville, ON

May 2019 - PRESENT

- **Helped** customers out by scanning the items that they purchase from the store, price-matched their items from other competitors, helped out customers who are looking for a specific item and returned items they no longer want, and organized shelves.
- **Oversaw** the store and was the front line for **exceptional** customer service.
- **Responsible** for closing procedures and end-day bookkeeping duties.

Extracurricular

McMaster Artificial Intelligence Society

GENERAL MEMBER

Hamilton, ON

Sept. 2018 - Apr. 2021

- Learned skills required to build an AI project, as well as discussed the impact and the ethical applications of artificial intelligence.
- Implemented machine learning algorithms using **Python** and using tools like **NumPy**, **Matplotlib**, **scikit-learn**, and **TensorFlow**.

Projects

Image Repository

- Developed a full-stack web application that allows users to upload, archive, download, and delete images from a secure **AWS S3 bucket**.
- Designed the front-end of the site using **HTML**, **CSS**, and **Bootstrap** and the back-end of the site using **Python** and **Django**.
- Implemented a feature that allows users to include tags to aid with image search as well as provided 'suggested tags' feature that uses object detection using machine learning through **Google Cloud's Vision API** and **TensorFlow**.
- Deployed using **Heroku** and utilized **PostgreSQL** for data storage and scalability.

COVID-19 Pandemic Tracker App

- Developed a mobile application that retrieves worldwide COVID-19 data and visualizes the number of cases per country and overall.
- Created using **REST API** and **Volley Library**; built in **Java** using **Android Studio**.

Pac-Man Desktop Edition

- Designed an interactive **JavaScript** app using an **object-oriented** approach in an **agile environment** to create a desktop implementation of the original Pac-Man arcade game.
- Performed **automated testing** using **Mocha** to ensure high software quality and stability.
- Maintained version control of program using **Git**.
- Authored comprehensive **design documents** and **system requirements specifications** complete with UML diagrams.

Personal Website

- Designed a personal website from scratch that hosts my portfolio to showcase my side projects and interests.
- Created the website using **HTML**, **CSS**, and **JavaScript**, and using tools like **Bootstrap**; deployed using **Github Pages**.

Skills

Languages Java, Python, C, C++, C#, Go, JavaScript, HTML/CSS, Verilog, Bash, SQL, MATLAB

Frameworks/Tools Git, TensorFlow, scikit-learn, LaTeX, Doxygen, Django, Bootstrap, AutoCAD, Photoshop, Premiere Pro, Microsoft Office