

# Sharjil Mohsin

☎ (647) 774-2480 | ✉ mohsis2@mcmaster.ca | 🏠 sharjilm.github.io | 🌐 sharjilm | in sharjil-mohsin

## 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

### RBC

INCOMING SOFTWARE DEVELOPER INTERN

*Toronto, ON*

*Sept. 2021 - Dec. 2021*

- Working on 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 provide 'suggested tags' feature that uses object detection using machine learning through **Google Cloud's Vision API** and **TensorFlow**.

### 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