

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

Royal Bank of Canada (RBC)

SOFTWARE DEVELOPER INTERN

Toronto, ON

Sept. 2021 - Dec. 2021

- Designing applications in the mobile or online development technology space using **Java** as part of the **Android Development** team.
- Performing **unit testing**, as well as developing and leveraging **automated** unit testing frameworks.
- **Developing, troubleshooting, enhancing, and documenting** components developed by myself and others as per the requirements and detailed design.

McMaster University - Faculty of Engineering

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.

Extracurricular

McMaster Software Engineering Society

VICE PRESIDENT OF PROFESSIONAL DEVELOPMENT

Hamilton, ON

Jun. 2021 - PRESENT

- **Creating** and **organizing** conferences, workshops, and networking events for software engineering and computer science students.
- **Coordinating** an annual career fair that connects software engineering, mechatronics engineering, computer science, and Bachelor of Technology students with top employers from the Hamilton region.

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