Sharjil Mohsin

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Education

McMaster University

Hamilton, ON

B.Eng.Mgmt in Software Engineering and Management, GPA: 3.3/4.0

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)

Toronto, ON

INCOMING SOFTWARE DEVELOPER INTERN

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

Hamilton, ON

TEACHING ASSISTANT

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

Hamilton, ON

VICE PRESIDENT OF PROFESSIONAL DEVELOPMENT

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

Hamilton, ON Sept. 2018 - Apr. 2021

GENERAL MEMBER

• 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