

# SAJAD WAZIN

English, French, Farsi, Spanish

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## EDUCATION

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**B.Sc in Honours Computer Science**, McGill University

August 2020 - April 2023

GPA: 3.73 with First Class Honours

## SKILLS

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### Languages

Java, Python, C, C++, C#, HTML, CSS, PHP, JavaScript, OCaml, Bash

### Tools & Frameworks

Spring, MongoDB, DB2, PostgreSQL, JDBC, MySQL, Pandas, Numpy, Selenium  
PyTorch, TensorFlow, OpenGL, Git, Atlassian, Gradle, Maven, Docker, JUnit

### Specializations

Software Architecture, Artificial Intelligence, Machine Learning, Databases, REST,  
OOP, Unit Testing, Data Analysis, Algorithms, NLP, Operating Systems, DevOps

## WORK EXPERIENCE

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**GemPixel** Software Developer

August 2022 - January 2023

- Wrote and designed software to handle payments from different payment gateways in PHP using HTML/CSS and JQuery as a frontend
- Implemented payment systems using REST APIs from PayPal, Stripe, Clover, WayForPay, Mercado Pago
- Developed and deployed custom plugins in a SaaS business model
- Worked on a Machine Learning model with PyTorch to detect spam links

**McGill University** Research Developer

May 2022 - August 2022

- Lead a research project based around studying algorithms, mainly focusing on artificial intelligence
- Wrote software using Java and Selenium to gather and process data for the research
- Applied multiple software architecture and OOP principles to create scalable software
- Participated in weekly meetings with teams working on different projects

## PROJECTS

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**Research Project** Git, Java, JavaFX, Maven, Selenium, Python, NLP

[GitHub](#)

- Used the Selenium API to automate browser interaction with Facebook
- Designed and implemented search algorithms to analyze public data on Facebook
- Data processing using Natural Language Processing for research
- Designed a GUI with JavaFX to make the tool easy to use
- Created a tree-based data structure to encode data in JSON format
- Wrote a 18 page scientific [report](#) on findings made using the software

**Lost Bark** C#, Unity

- Made a 2D game using the Unity Engine and C#
- Implemented multiple AIs for components in the game
- Designed a data structure to optimize code efficiency

## MENTIONS

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- Quebec Excellence Scholarship (2020)
- Champlain College Saint-Lambert Honours List (2019, 2020)
- SEBIQ Diploma & IB Certification (2018)