MOHAMMED HARRIS JINNAH MOHIDEEN

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EDUCATION

University of Windsor   **Windsor, ON**
Master of Applied Computing   *May 2021 - Aug 2022*
BS Abdur Rahman Institute of Science and Technology   **Chennai, India**
Bachelor of Technology, Computer Science and Engineering   *Aug 2016 - Sep 2020*

WORK EXPERIENCE

Unadio   **Toronto, ON**
Software Developer (Freelance)   *May 2022 - Sept 2022*
- Applied Figma to create visually captivating and user-friendly interface designs, leading to a 20% increase in user interaction and a 15% decrease in support requests, optimizing the overall user experience
- Managed Python and Django backend development, realizing a 20% faster system response time
- Achieved database design and development alignment with architectural methodology, yielding a 20% enhancement in overall system efficiency

Infocrush Consulting and Services Inc   **Toronto, ON**
Software Developer - Cloud (Co-op Internship)   *May 2022 - Aug 2022*
- Developed and implemented innovative gameplay mechanics for an interactive puzzle game, resulting in a 25% increase in user engagement and a 15% boost in player retention
- Executed a structured beta-testing process, including test case creation and execution, resulting in a 30% increase in bug detection efficiency and a smoother game launch
- Leveraged WebGL to build game, while managing deployment through AWS EC2 instances

PROJECT EXPERIENCE

University of Windsor Course Projects   **Windsor, ON**
Airline Performance Analysis   *Sep 2021 - Dec 2021*
- Analyzed big data to generate reports, while creating an Express app to visual the output for distance traveled by flights to determine the highest percentage of on-time arrivals for a specific route
- Incorporated Amazon S3 for data storage, Amazon EMR for data retrieval, and Amazon RDS for storing aggregated data sets
- Collaborated with team members, presenting findings and insights through clear and concise communication to facilitate project understanding and decision-making

Appu Search Engine   *May 2021 - Jul 2021*
- Enhanced data extraction speed by 40% through the development of a web crawler algorithm, utilizing HTML to text parsing
- Deployed a caching feature on the search engine, improving the local browser's loading speed by 15%
- Generated performance metrics and led regular retrospective meetings, resulting in a 20% increase in team productivity

Athena   *May 2021 - Jul 2021*
- Pioneered the development of the ATHENA app, propelling augmented reality visualization of concepts, resulting in a 15% increase in comprehension through audio book and physical book interconnections
- Guided and instructed team members in Unity 3D, delivering asset design, animation, and integration of AR with WebXR, fostering a collaborative learning environment
- Created 20 comprehensive test cases, generated detailed test results, and reported 10 defects while contributing to the QA team for a university project

SKILLS

- **Programming Languages:** Python, C, C++, C#, HTML5, Java, JavaScript, React
- **Software:** Unity3D, Unreal Engine, Blender
- **Tools and Frameworks:** Azure, MySQL, CSS, Figma, Git, GitHub, Django, JIRA, Next.js, Express, Node.js, Docker, AWS, Stripe, Tailwind CSS
- **Methodologies:** SDLC (Agile, Scrum, Kanban)

CERTIFICATIONS & TECHNICAL TRAINING

Certifications
Microsoft Certified: Azure Fundamentals   *Mar 2023*
LinkedIn Learning Courses
Project Management Foundations: Requirements   *May 2021*
Software Testing: Exploratory Testing   *May 2021*