Daniyal Mohammed

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Skills

Languages Python · Kotlin · Swift · C++ · Javascript · Typescript · Java · Scala
Developer Tools Docker · Kubernetes · Github · Babel · Linux · MySQL · Git · MySQL
Frameworks NodeJS · React · ExpressJS · Django · PostgreSQL · Ruby on Rails · GraphQL

Education

University of Waterloo   **Sep. 2021 – Apr. 2026**
Candidate for Bachelor of Mathematics in Computer Science (4A)   Waterloo, ON
- Coursework: Object-Oriented Programming (C++), Data Structures & Algorithms, Artificial Intellingence

Internships

Pinterest   **Sep. – Dec. 2024**
Software Engineer   Toronto, ON
- Engineered a new Brand Values filter on product search using React and Typescript, increasing shopping sessions by 5%
- Designed a caching layer with PostgreSQL to optimize homefeed loading times, reducing latency for millions of users
- Refactored back-end Python and Django services, optimizing API response times and enhancing backend scalability

Okta   **May. – Aug. 2024**
Software Engineer   Toronto, ON
- Engineered an admin recovery feature for the Desktop MFA product, allowing secure administrator access on MacOS devices
- Used Python to design a sign-on feature using OAuth protocols, enhancing secure access on desktop devices by 30%
- Pioneered implementation of a time-limited testing system using Swift, significantly reducing IT overhead by 40%

Faire   **Jan. – Apr. 2024**
Software Engineer   Toronto, ON
- Engineered a solution for the Browse platform's currency challenges, enabling the inclusion of an additional 300,000 international retailers in our market experiments
- Led development in the launch of the new Evergreen Gifts category, increasing dollars ordered on homepage by $200,000
- Integrated Python tagging feature for gift products, allowing non-engineers to streamline product categorization

Cognixion   **Sep. 2022 – Aug. 2023**
Software Engineer   Toronto, ON
- Developed a AWS Kinesis data pipeline to pipe BCI signal data in real-time, allowing for shorter development cycles
- Implemented a CI/CD pipeline using Jenkins, automating deployment processes and reducing release times by 40%
- Developed a Unity-based augmented reality GUI app using C++ scripts, allowing users to communicate by gaze movement

Relevant Projects

🔗 **AI Resume Builder (iOS & Android) App** | *Flutter, Python, Dart, Google Firebase, RevenueCat SDK*
- Led a team of 14 members, including developers, UX designers, and a marketing team in the development of an AI-powered resume builder deployed on the **Play Store** and **App Store** with **50,000+ downloads** since release
- Engineered GPT AI integration, creating a robust system to ensure resource-efficient API calls, cutting costs by 40%
- Integrated RevenueCat SDK to incorporate in-app purchases, resulting in **$6,500+** in subscription revenue since launch

🔗 **Phone Automation for Restaurants** (video demo) | *Twilio, Javascript, React, NodeJS, Square API*
- Engineered an AI-driven phone assistant, "Talk & Order," to automate phone orders for restaurants enabling orders to be placed directly into the restaurant's POS system for a completely human-free call-to-order experience
- Developed a Twilio call system capable of handling simultaneous calls in real-time, ensuring no missed sales for restaurants
- Initiated pilot implementations across three restaurants in Waterloo, saving potentially up to $4,000 in monthly revenue

○ **Hack the North 2022 Winner** | *Python, Django, React, PostgreSQL*
- Developed **SeeHawk**, a reading-performance tracker app on Flutter which analyzes reading patterns from eye movement
- One of the top 12 Finalists at Canada's largest hackathon out of 500+ teams and awarded $2000 in hardware prizes
- Utilized AdHawk Mindlink eye-tracking glasses to read in real-time vector data into Python mathematical models to calculate reading metrics including as blinks, saccades, lines read and reading speed