Mahad Khurram

Toronto, ON, Canada
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First-year engineering science student at the University of Toronto with a strong passion for ML, cybersecurity and aerospace. Driven by hands-on experience in robotics and real-world tech projects, with strong leadership and a focus on building practical, high-impact systems.

SKILLS AND ACHIEVEMENTS

- Python, Java, C, C++, SQL, HTML, CSS, JavaScript
- Blender, AutoCAD, Fusion360, OnShape
- University of Waterloo Avogadro Exam Excellence Award (top 5% provincially)

EDUCATION AND CERTIFICATIONS

UNIVERSITY OF TORONTO **Toronto, ON, Canada**
Bachelor of Applied Sciences - Engineering Science *expected May 2029*

HARVARD UNIVERSITY **Virtual/Online**
Certificate, CS50: Introduction to Computer Science *2026*

- An online computer science course covering computational thinking, abstraction, algorithms, and data structures, with a strong focus on problem-solving, correctness, and design.

DR FRANK J HAYDEN SECONDARY SCHOOL **Burlington, ON, Canada**
Ontario Secondary School Diploma *June 2025*

- Final year GPA: 3.8/4.0
- Accelerated Graduation (1 year ahead of schedule)
- SAT: 1530/1600

EXPERIENCE

EAZYTECH INC. **Oakville, ON, Canada**
Technical Operations Assistant (Seasonal/On-Call)) *August 2023–Present*

- Deployed end-to-end hardware and software systems, including device configuration, networking, cabling, power, and peripheral integration
- Installed and supported IoT-style systems for digital signage, queue management, and electronic shelf labeling
- Diagnosed hardware–software issues on-site independently and coordinated with a remote SWE team
- Communicated directly with clients and technicians, strengthened technical and communication skills

FTC Robotics Team 22035 **Greater Toronto Area, ON, Canada**
Head of Programming *Sept 2024–Feb 2025*

- Led Java-based robot control development using the FTC SDK for autonomous and tele-operated operation
- Designed and tuned PIDF feedback control loops to improve motion accuracy, stability, and repeatability
- Mentored programming team and contributed to qualification for the Ontario Provincial Championship

PROJECTS

Turn-Based Multiplayer Games **Burlington, ON, Canada**
Python, Java *2024*

- Built local multiplayer turn-based board games including Chess (Python) and Scrabble (Java)
- Implemented game-state management, rule enforcement, scoring, and modular OOP (object-oriented programming) design (players, turns, boards)

Smart Mirror **Burlington, ON, Canada**
Raspberry Pi, Python, Hardware Integration *2025*

- Built a smart mirror using a Raspberry Pi, display, and one-way glass panel with a custom dashboard UI
- Configured the system for reliable always-on operation (auto-start on boot) and real-time info modules