Hamza Bukhari

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Dedicated and ambitious Computer Science student eager to use his academic foundation and love for technology for an internship role. Proficient in languages such as Java and Python but able to use JavaScript, SQL, and C and is willing to learn more. Has hands-on experience through coursework and projects—strong problem-solving skills through participation in the Computer Science Club at West Chester University. A quick learner with excellent communication skills and is eager to help in a team environment in any way possible.

Education

West Chester University Of Pennsylvania

Bachelor of Science in Computer Science

August 2022–Current

Anticipated Graduation Date: May 2026

West Chester, Pennsylvania

Cumulative GPA: 3.57

Technical Skills

Languages: Java, Python, SQL, C, JavaScript, Haskell

Tools: GitHub, Linux, IBM SPSS

Mathematical Proficiency: Calculus, Number Theory, Discrete Mathematics, Statistics

Projects

September 2023 - November 2023

Email Processing | Java

- Developed an algorithm that utilized emails from a dataset and created features including Bigrams, character count, word count, and calculating the Euclidean Distance between emails.
- Collaborated with team members to optimize efficiency and work more effectively and in a timely manner.
- Optimized the algorithm's performance to enhance speed and decrease memory space.

November 2023 - December 2023

Snake Game | Java

- Programmed a snake game using Linked Lists and GUIs with a team.
- Optimized program to run on Linked Lists. Noted difference in time complexity between programs.
- Facilitated group collaboration through assigning work. Reported issues or complications that may have occurred to the group and suggested what could be added to improve performance for future tests.

October 2023 - November 2023

Algebraic Tree Expressions | Java

- Made a functioning Tree Searching algorithm that went through all the parent and child nodes to find viable mathematical expressions in the trees
- Find and Discover what nodes had potential expressions and then see if it was actually a real expression or not.

January 2024 - March 2024

Game LeaderBoard Tracker| Python/SQL

- Took statistics about the "Ranked Ladder" from the public API from Riot Games' "League of Legends" and then inserted the data into a SQL server using the Psycopg2, Pangres and SQLAlchemy imports. This then was made to update and take into consideration the win-lose record of the players and the moving of the leaderboards.
- Queried the SQL Table and made it possible to filter the "League of Legends" leaderboards by the "puuid", the ingame name of the player, characters played, etc.

August 2024- December 2024

Search Algorithm | Haskell

- Created a search algorithm in Haskell that consisted of recursive calls as well as cases to make it as efficient as possible
- gained familiarity with Haskell and can code in it if needed now
- gained knowledge of potential search algorithms and how to go about finding the most optimal options from them.

December 2024-Febuarary 2025

League of Legends DataBase | Python & PostgreSQL

- Created own database originating from the API provided by Riot Games, goes into detail on all the different interactions that the player can have with the game and store it in an SQL table that is easily accessible from a Bot.
- Included all potential games including the ones that are not in the API such as "Pro-Games" by scraping the League of Legends Esports website and storing the data in tables that can be sorted by game patch as well as the date of the game played, champions played, etc.