Harris Hamid

860-816-3350 | hhamid@stevens.edu | www.linkedin.com/in/hhamid26 | https://github.com/HarrisHamid

Education

Stevens Institute of Technology Hoboken, NJ
Bachelor of Science in Computer Science *Expected graduation: May 2026*

Relevant Coursework: *Data Structures, Algorithms, Discrete Structures, Linear Algebra, Computer Architecture and Organization, Database Management Systems, Programming Languages, Systems Programming*

Experience

Machine Learning Undergraduate Researcher May. 2024 – Present
Stevens Institute of Technology *Hoboken, NJ*
- Determining accuracy of DreamGuassian by testing its model accuracy with custom images in Google Colab, leading to more reliable and insightful data analysis
- Improving the precision of 3D model assessments by systematically comparing MeshLab outputs with physical measurements, resulting in more accurate validation of research findings

Goldman Sachs Virtual Insight Series May. 2024 - June. 2024
- Selected from pool of **10,000 applicants** to participate; gaining exclusive opportunities to network with industry leaders
- Collaborated with **15 industry experts** to explore finance and tech industries, enhancing skills in data analysis
- Engaged in **10+ interactive workshops** and panel discussions on topics such as fin-tech innovations and engineering

Web Development Intern Sep. 2023 – May. 2024
Stevens Prototype Object Fabrication (ProOF) Lab *Hoboken, NJ*
- Established a user administration application that enables dynamic alteration of admin access to internal processing tools
- Designed **database management system** tracking maintenance status of **18 3D printers** decreasing repair time

Software Developer Sep. 2023 – May. 2024
Stevens Blueprint *Hoboken, NJ*
- Collaborated with team of **8** to develop **Full Stack** web application for Asian American Dream
- Streamlined mentor and mentee sign ups by **30%** by developing interactive React and Tailwind CSS user interface
- Enhanced team productivity with **Github actions**, automating code formatting and linting ensuring development standards

Projects

PrayerScraper | *JavaScript, Supabase, HTML/CSS, OAuth2, Puppeteer, Chrome APIs* June. 2024 - Present
- Developing a Google Chrome extension to automate the extraction of prayer times from IslamicFinder, enhancing efficiency and accuracy for users by leveraging Puppeteer for web scraping
- Enhancing user convenience with streamlined daily scheduling by implementing features that automatically populate prayer times into Google and Outlook calendars using **OAuth2 and Chrome APIs**

Polyglot - HackPrinceton | *React, JavaScript, Ant-Design, MongoDB*, FastAPI, Python March. 2024
- Co-Developed, bilingual language learning platform for Cherokee and English, featuring authentic audio recordings and seamless translation integration
- Implemented user-friendly interface displaying **8 stories** with renderings of Cherokee characters with React and Ant-Design
- Designed a robust back end with MongoDB, **FastAPI**, and Python, including a CSV-based translation system and integration of Google Text-to-Speech API for voice-over features

Capfinity - SpartaHack9 | *Python, Jupyter Notebook, Matplotlib, NumPy* Jan. 2024
- Formulated **backtest strategy** leveraging new US Automobile sales data as a market indicator to guide selling of stock
- Utilized **20 years of S&P 500 data** with $100,000 investment as benchmark comparison to test strategy effectiveness
- Indicated when to **sell stock and buy treasury bond**s to cut losses and maximize profit

Trivia | *C* April. 2024
- Created a multiplayer trivia game server, managing up to **3 simultaneous client connections.** Utilized programming techniques including **sockets, and file descriptor monitoring** with select for efficient client-server communication
- Integrated features such as player name registration, real-time score updates, and end-game recognition with custom messages, leveraging socket programming to ensure **synchronized game progression across all clients**
- Implemented a client-server communication protocol to handle game states, player inputs, and scoring

Technical Skills

Languages: Java, Python, C/C++, HTML/CSS, JavaScript, R, LaTex
Frameworks: Flask, JUnit, Tailwind CSS, Bootstrap, Ant-Design, Auth0
Developer Tools: Git, VS Code, Eclipse, Jupyter Notebook, Google Colab, SQLAlchemy, SQLiteStudio
Libraries: React, Puppeteer, Matplotlib, NumPy, Pandas
Concepts: Database Management, Software Engineering, Backtesting