HASHEM BADER

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GitHub: https://github.com/HashemBader | My Website: https://hashembader.github.io/portfolio-website/

PROFESSIONAL SUMMARY

I am a third-year Computer Science student with a cumulative GPA of 3.7, specializing in Python, Java, C, and HTML/CSS. Experienced in object-oriented programming and system design, with a strong ability to analyze and optimize systems for efficiency. Recognized for effective communication, teamwork, and time management skills, ensuring successful project outcomes and timely delivery. Passionate about exploring Machine Learning and AI while gaining hands-on experience in these exciting fields and contribute to innovate projects.

SKILLS

Programming: Python, Java, seaborn, SQL Linux, C, HTML/CSS.
Software Design: Object-Oriented Programming, System Programming, and low-level programming.
Data Management: Database implementation, file handling, and data parsing.
Problem-Solving: Debugging, testing methods, and adapting to diverse programming paradigms.
Communication: Effective team collaboration, GitHub project management, and technical documentation.

EDUCATION

Bachelor of Science, Major: Computer Science
University of Prince Edward Island, Charlottetown, PE   2022–Present
• Relevant Coursework: Software Design, Operating Systems, Data Structures, Design of Algorithms, Database Management.
• Dean's List 2022–2023.

PROJECTS

Database Employee Management System (Python) | CS-2920   Nov 2022
• Designed and implemented a system using Python, with classes for employee and department management.
• Utilized file handling and data parsing to create an organized database of 100+ records.
• Debugged and optimized large-scale code for efficiency.
• Designed object-oriented solutions for tracking individual employee details, cross appointments, and managing association with departments.

Monopoly Game Simulation (Java) | CS-2910   Nov 2023
• Developed a turn-based simulation game, demonstrating encapsulation, inheritance, and cohesion principles.
• Collaborated with a team to synchronize game states and manage rule enforcement.
• Comprehensive document with data visualizations was created to explain and analyze the game in detail.
• Designed and executed test cases to ensure the game was error-free.
• Orchestrated the integration of chance and community chest events, adding unpredictability to the simulation.

WORK EXPERIENCE

UPEI CS Help Centre | Charlottetown, PE   Sep 2024 – Dec 2024
• Provided academic assistance to peers in understanding computer science concepts and helping with assignments.

UPEI Grader for CS and Math | Charlottetown, PE   Jan 2025 – Apr 2025
• Evaluated assignments and provided constructive feedback to enhance student learning outcomes.

Superstore | Charlottetown, PE   Jan 2023 – May 2024
• Delivered exceptional customer service, maintaining high satisfaction levels.

UPEI Fitness Centre | Charlottetown, PE   Sep 2023 – Present
• Ensured safe use of equipment, managed memberships, and upheld facility organization.