Hazzem Sukar

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Personal Website

Education

Earl of March Secondary School *Ottawa*
High School Diploma Sep. 2018 - Jun. 2022

University of Ottawa *Ottawa*
Honours Bachelor of Science in Computer Science (Co-op) Sep. 2022 - Present

Technical Skills

Languages Java, Python, JavaScript, HTML/CSS, C/C++, R
FrameWorks React, Node.js, Express.js, Flask, JUnit, Firebase
Developer Tools Oracle APEX, Microsoft Fabric, PowerBI, Git, VS Code, Eclipse

Experience

Statistics Canada *Ottawa*
Data Migration Engineer Jan 2024 - Current

- Initiated and led the migration process from SAS to Python within my team
- Optimized original SAS programs improving performance, maintainability, and efficiency
- Automated data collection processes using Python scripts

Health Canada *Ottawa*
Jr Developer May 2024 - Aug. 2024

- Developed a CRM application using Oracle APEX, extracted data using JIRA API's with Python
- Migrated SAS code to R within Microsoft Fabric environment
- Collaborated with a team to deliver solutions, enhancing database management and data analysis capabilities.

Projects

Shortest Path Maze Solver *Ottawa*
Python Dec 2022 - Dec 2022

- Designed a shortest path maze solver using a depth-first search algorithm. A maze is inputted using an array of strings, the algorithm iteratively goes through this input and displays the shortest path using a array of strings with arrows indicating the path

MasterMind Game *Ottawa*
Python Nov 2022 - Nov 2022

- Created two different game modes that involve playing as the guesser or the code generator. As the guesser, a randomly generated 4-color sequence must be guess based off specific hints about the existence of each color in the sequence and correct positioning using a list implementation. If the user chooses to be the code generator, the computer will use the Donald Knuth algorithm to find the color sequence in a amount of guesses

Parking Lot Simulator *Ottawa*
Java Feb 2023 - Mar. 2023

- Optimizing parking space given arrival rate of cars using triangular distribution probability. A Singly Linked List Queue implementation was used for Incoming/Outgoing cars. Cars could only be parked in appropriate locations and saved in a 2-D array. Optimization was achieved by running various simulations until it reached a desirable minimal average queue length at the end of each simulation

FlappyBird *Ottawa*
Java Sep 2021 - Jan 2022

- Created a clone of the famous FlappyBird mobile game where the goal of the game is to get a bird through horizontally moving pipes by only jumping up. Built in java using the Swing GUI library for rendering animations and graphics. Can be played using keyboard and mouse listeners on desktop

Android Cycling App *Ottawa*
Java/Firebase October 2023 - Dec 2022

- Built with the using Android Studio this app lets cyclists register for cycling activities posted by cycling clubs. The app used Firebase to store data such as, users clubs and events.