Simo Hakim

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ABOUT

As I approach the completion of my Computer Science degree at the University of Montreal, I'm on the lookout for a Software Engineering internship where I can further build my stack and dive into real-world projects.

SKILLS

Programming: Python, Java, C, C, Lua, HTML/CSS, Javascript, Typescript, Julia
Data: SQL, Firebase, Tensorflow, PyTorch, Pandas, Numpy
Miscellaneous: Git, Android Studio, Arduino/ESP32, Raspberry Pi, SketchUp, Photoshop, LaTeX, Agile

EDUCATION

University of Montreal
B.Sc. in Computer Sciences   *2020 - 2024*
Currently pursuing, with an anticipated completion in April 2024.

University of Montreal
Certificate in Applied Computer Sciences   *2022 - 2023*
Completed as part-time evening courses alongside my role at LXT AI, for ongoing academic development.

EXPERIENCE

AEDIROUM (Student Association)   **Montreal, QC**
Deputy Internal VP + Graduating Students Representative   *2023 - Present*
- Engaged in my student association as the representative for graduating students and as a member of the Representation Committee, contributing to the advocacy and support of student interests and needs.

LXT AI   **Montreal, QC**
Quality Team Lead   *2022 - 2023*
- Oversaw a team of 20, upholding high-quality standards in big data processing, closely aligned with client objectives
- Led initiatives to enhance workflows and data processing pipelines, resulting in improved efficiency and accuracy
- Developed and implemented tools and trainings that reduced error rates by 20

Canada Computers   **Montreal, QC**
Supervisor   *2019 - 2021*
- Driven by a fervent interest in hardware and cutting-edge technologies, leveraged product knowledge and interpersonal skills to deliver exemplary customer experience while aligning with management expectations.

PROJECTS

Classification of Extreme Weather Events (Kaggle)
- Engaged in a Kaggle competition aimed at the detection and classification of extreme weather events using climate data
- Developed models using logistic regression, SVM linear, and XGBoost.

ASCII Sign Language Classification (Kaggle)
- Participated in a Kaggle competition to classify sign language images
- Implemented Random Forest and CNN models, utilizing XGBoost for enhanced performance.

FishHunt (JavaFX Game)
- Developed a JavaFX-based game simulating a shark catching fish
- Implemented dynamic fish movement, level progression, and a high-score system.

Yu-Gi-Oh Inventory CSV Manager
- Made a script for managing a Yu-Gi-Oh card collection, integrating TCGPlayer API for detailed card information.