Simo Hakim

4390 Grand Boulevard, unit 302, H4B 2X8, Montreal, QC, Canada

🅰 English/French   ✉ me@simohakim.com   🖲 GitHub   📱 438-406-0841

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, Tenserflow, PyTorch, Pandas, Numpy
Miscelleanous: 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 — 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 : GCP Subprocessor Speech-To-Text — 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% and increased overall team productivity.

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, gaining proficiency in data handling and machine learning techniques.

ASCII Sign Language Classification (Kaggle)
- Engaged in a Kaggle competition aimed at classifying sign language images and performing ASCII value manipulations.
- Implemented Random Forest and CNN models, furthering experience in machine learning and image processing, and utilized XGBoost for enhanced performance.

FishHunt (JavaFX Game)
- Developed a 2D JavaFX-based game where players control a shark to catch fish, with score-based increasing difficulty, complex fish animation, and score tracking. Implemented using Model-View-Controller architecture and included features like dynamic fish movement, level progression, and a high-score system with data persistence.

Yu-Gi-Oh Inventory CSV Manager
- Made a script to manage a personal Yu-Gi-Oh card collection, processing raw inventory data from a CSV file and integrating TCGPlayer API to display detailed information on card prices and rarity.