Hassan Hashmi

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Education

University of Waterloo

2025

Bachelors of Computer Science

• Courses: Algorithms (Python), Object-Oriented Programming (C++), Databases (SQL), Software Security (C#), User Interfaces (Kotlin), Application Development (Kotlin), Operating Systems (C)

Experience

Front-End Developer

May 2024 - Aug 2024

JANA Corporation

Aurora, ON

- Implemented the front-end for a multi-million dollar SaaS platform focused on gas pipeline integrity, using React, TypeScript, Tailwind CSS, Redux Toolkit, C#, SQL, and .NET impacting over 25 million households
- Created 50+ unit and integration tests using React Testing Library and Vitest, achieving 95% code coverage
- Converted 10+ legacy React components to modern standards, reducing page load time by 15%

Full-Stack Developer

May 2023 - Dec 2023

JANA Corporation

Aurora, ON

- Developed an internal profit-sharing application with ASP.NET Core and React, saving \$10,000 annually
- Architected a robust database and developed custom RESTful APIs using ASP.NET, SQL, and Microsoft Server Management Studio, streamlining financial calculations and efficiently managing data for over 200 employees
- Optimized web form validation with React Hook Form and Zod reducing database rollback instances by 75%

University of Waterloo

Waterloo, ON

CS 241 Instructional Support Assistant

Jan 2023 - April 2025

- Collaborated with a cross-functional team to help students build a C++ compiler from scratch
- $\bullet \ \ {\rm Led} \ \ {\rm tutorials} \ \ {\rm and} \ \ {\rm offered} \ \ {\rm debugging} \ \ {\rm support}, \ {\rm simplifying} \ \ {\rm complex} \ \ {\rm concepts} \ \ {\rm for} \ \ {\rm over} \ \ {\bf 1200} \ \ {\bf students}$

Projects

PokéView | React, HTML, CSS

- Built an interactive Pokémon information web app with **React** and **TypeScript**, featuring **650 Pokémon**, **50 custom components**, and functionalities like a search bar, drop-down filter, and radar chart
- Implemented a dynamic dark mode and card-flipping animations using CSS, JavaScript, and Framer Motion

UWBC-Web | Python, Django, React, PostgreSQL

- Engineered a cross-platform badminton court management app using **Django REST Framework**, **React**, and **TypeScript** reducing matchmaking time by **25**% for **3000+ players**
- Developed custom drag-and-drop functionality with global app state management across 8 courts and 100+ sessions using Redux Toolkit, RTK Query, and React DnD, decreasing user errors by 25%

Notetaking Application | Kotlin, JavaFX, SQLite

- Developed a note-taking desktop app for computer science students using Java FX, Kotlin, and SQLite, including a custom database manager for local storage, and supporting up to 10,000 notes cloud-synced notes
- Deployed a scalable cloud infrastructure using **Spring Boot** and **Docker**, enabling real-time data synchronization

Nim Game | MongoDB, Express, React, Node

- Made a two-player, math-based card game with the option to play against another player or the computer, leveraging MongoDB, Express.js, React, and Node.js
- Crafted the client interface based on Material Design principles, featuring 3 unique screens and 16 interactive cards to deliver a seamless and engaging user experience, designed in Figma

Wat2Watch | Kotlin, Jetpack Compose

• Developed an interactive Android app that enables groups of friends to find a movie using Kotlin, Jetpack Compose, and Firebase, achieving a 40% reduction in decision-making time in test groups

Technical Skills

Languages: TypeScript, JavaScript, C++, Python, C#, Kotlin, HTML, CSS, SQL

Technologies/Frameworks: React, MongoDB, Express.js, Node.js, ASP .NET Core, Tailwind, Git, Storybook, Django, MUI