

HASSAN HASHMI

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Education

University of Waterloo

June 2025

Bachelors of Computer Science

- **Courses:** Algorithms and Data Structures (Python), Object-Oriented Programming (C++), Databases (SQL), Software Security (C#), User Interfaces (Kotlin), Operating Systems (C)

Experience

Jr. Software Developer

July 2025 - Pres.

i3 Solutions Inc

Mississauga, ON

- Developed end-to-end features in **Next.js**, **Prisma** and **PostgreSQL** to cut support issues by **12%**
- Enhanced platform performance for **1M+ users** by building scalable features with **Vue**, **ASP.NET**, and **C#**
- Improved application responsiveness by **25%** via rewriting data-intensive operations with optimized **LINQ-to-Entities** queries to minimize database overhead
- Implemented robust **C#** application features using object-oriented design principles, leveraging generics, interfaces, and `async/await` to create clean, maintainable components that integrated smoothly with the existing codebase

Front-End Developer Intern

May 2024 - Aug 2024

JANA Corporation

Aurora, ON

- Delivered front-end features for a SaaS platform serving **25M+ households** using **React**, **TypeScript**, **Tailwind**, and **Redux**
- Wrote **50+** unit and integration tests using **React Testing Library** and **Vitest**, achieving **95%** code coverage
- Implemented interactive **D3.js** visualizations, enhancing data comprehension and user engagement by **40%**

Full-Stack Developer Intern

May 2023 - Dec 2023

JANA Corporation

Aurora, ON

- Built an internal profit-sharing platform with **.NET**, **React**, and **TypeScript**, automating financial calculations for **200+ employees**
- Wrote **CRUD RESTful APIs** with **C#** and **T-SQL** replacing third party services to save JANA **\$10,000** annually
- Optimized web form validation with **React Hook Form** and **Zod** reducing database rollback instances by **75%**

Instructional Support Assistant

Jan 2023 - April 2025

University of Waterloo

Waterloo, ON

- Instructed **1,200+ students** in **C++** to build a C-like language compiler, from syntax parsing to binary code generation

Projects

CPlusPong | C++

- Built a Pong game in **C++**, implementing a real-time game loop, collision detection, score tracking, and input handling

Redacted Card Game | Flutter

- Programmed a digital card game featuring an adaptive CPU opponent, custom UI components and animations

UWBC-Web | Django, React, TypeScript, Redux, PostgreSQL

- Created a badminton court management tool for club which cut matchmaking time by **25%** for **3,000+ players**

PokéView | React, TypeScript, Framer Motion, HTML, CSS

- Crafted a Pokédex that compares **650** unique Pokémon, features card-flipping animations, dark mode, and stat charts

Technical Skills

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

Technologies/Frameworks: React, Redux, Next.js, Entity Framework, Tailwind, Git, Flutter, Unreal Engine