

HASSAN HASHMI

[linkedin/hassan-hashmi](#) [github/KuroMaple](#) [hassan-hashmi.com](#) [hashmihassan47@gmail.com](#) (647) 270-5503

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

- Enhanced platform performance for one of Canada's largest insurance providers, spanning **1M+ users**, by building scalable features with **Vue, ASP.NET, and C#**
- Reduced developer startup time from **30 minutes to 2 minutes** by creating Windows Batch scripts for automated command-line workflows

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

REDACTED Game | Flutter

- Programmed a digital card game featuring an adaptive CPU opponent, custom UI components and animations, and a refined game loop delivering smooth, replayable gameplay

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

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

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

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

Wat2Watch | Kotlin, Jetpack Compose, Android Studio

- Developed an app that helps groups of friends quickly pick movies to watch, reducing decision-making time by **40%** in test trials

Technical Skills

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

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