Hassan Hashmi

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Education

University of Waterloo   **Sept 2019 - Apr 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 - Present**

- Collaborated with a cross-functional team to help students build a **C++ compiler** from scratch
- Led tutorials and offered debugging support, simplifying complex course concepts for over **1200 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**

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