

Hamza Siddiqui

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EDUCATION

Ghulam Ishaq Khan Institute of Engineering Sciences and Technology (GIKI)

Bachelor of Science in Computer Engineering | CGPA: 3.43/4.00

Topi (Swabi), PK

Aug 2020 – May 2024 (Anticipated)

Relevant Coursework: Intro to AI, Digital Signal Processing, Microprocessor Interfacing, Operating Systems, Intro to Databases, Data Structures and Algorithms, Computer Organization, Object Oriented Programming

WORK EXPERIENCE

Junior Network Administrator

NETRONIX

Nov 2020 – Present

Topi (Swabi), PK

- Manage and Administer GIK Institute's mixed topological residential network consisting of over 3500 nodes
- Deliver tutorial sessions to junior members on computer networking topics including TCP/ IP, ARP requests routing fundamentals, resulting in an average score increase of 15%

Software Engineer Intern

Mantula Solar

July 2022 – Aug 2022

Remote – Stellenbosch, SA

- Collaborated with a team of five diverse individuals remotely, as a full-stack web developer, to develop Mantula's web application using React.js and Firebase
- Optimized key components of the application resulting in a 60% increase in rendering speed and reduced server requests, contributing to improved user experience
- Implemented a decision tree price estimator in the UI components and connected APIs to meet customer preferences, providing a personalized experience for users
- Utilized various NPM packages to increase the application's performance by 25%, while also documenting the software development lifecycle for future reference

PROJECTS

Line and Light Following Car

Embedded C

- Programmed Arduino Uno with Light Sensors Motor controls to develop a Line Following car capable of navigating a black solid line, resulting in a successful completion rate of 90% on all test runs

University Complaint Portal

PHP, HTML, CSS, SQL

- Developed a web application enabling 2000 university residents to lodge track their complaints

Console-based Text Editor

C, Linux

- Created a simple text editor for a Linux environment by employing Linux system calls in C

Airline Management System

C++

- incorporated object-oriented programming and data structures concepts to create a console-based application that allows users to book flights and find the optimal shortest flight routes

2D Game (Tank Combat)

C++, SDL Library

- Created a 2D top-down two-player shooter game; made use of object-oriented programming and game development concepts that allowed players to maneuver their tanks, shoot bullets, and battle each other

TECHNICAL SKILLS

Languages : C, C++, Embedded C, Python, Matlab, Java, JavaScript, PHP, HTML, CSS, SQL

Frameworks : React.js, Angular, Express, Node.js, Bootstrap

Databases : MySQL, PostgreSQL, MongoDB, Firebase

Dev Tools : VS Code, Linux Command Line, Make, Git, Gitlab, Proteus Design Suite, MPLab, Keil Vision IDE