Ajmain Hyder

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EDUCATION

Toronto Metropolitan University   Toronto, ON
Honours B.Sc. in Computer Science (Co-op)   *Jan 2023 – May 2027*

EXPERIENCE

Client IT Intern   Sep 2024 – Dec 2024
Ontario Institute of Cancer Research (OICR)   *Toronto, ON*
  – Applied relational database concepts by structuring and querying inventory data, performing lookups and joins on primary keys to create detailed asset reports supporting data-driven decisions.
  – Wrote SQL queries to extract user support metrics, later used in monthly team performance presentations.
  – Documented and categorized over 150 IT support tickets and contributed to a new internal knowledge base, improving issue resolution times.
  – Maintained and cleaned up internal inventory databases by merging duplicates and validating entries, improving data accuracy by over 90%.
  – Collaborated with cross-department teams to support multiple organizational events by setting up and testing AV equipment, ensuring smooth execution.

IT Intern   Oct 2022 – Dec 2022
DPS STS School   *Dhaka, Bangladesh*
  – Upgraded and configured 30+ lab computers via BIOS, improving system performance by nearly $20\times$.
  – Provided classroom IT support, reducing downtime by over 5 hours weekly through prompt troubleshooting.
  – Assisted in managing network and IT infrastructure including CCTV, RFID attendance systems, and control booth equipment.

PROJECTS

Web Portfolio Development | *React, Node.js, HTML/CSS, JavaScript, Git*   Dec 2025 – Present
  – Developing a personal portfolio website with a React-based frontend and Node.js backend to showcase academic and co-op projects.
  – Implementing responsive design with HTML/CSS/JavaScript and using Git for version control to maintain scalable full-stack development practices.

Photo/Video Rental DBMS | *Java, Swing, Oracle SQL Developer*   Sept 2025 – Dec 2025
  – Designed a relational database system using ER diagrams and normalized schema to 3NF and BCNF to improve consistency and reduce redundancy.
  – Developed a user interface using Java Spring to manage rentals, customers, and equipment through full CRUD operations.
  – Implemented SQL queries, stored procedures, and joins in Oracle SQL Developer to enable real-time data retrieval and reporting.

Game Production – The Journey of Blob | *C#, Unity, Photoshop*   May 2024 – Aug 2024
  – Developed a 2D/3D game in Unity using C#, implementing player controls, physics, and UI systems for a fully functional interactive experience.
  – Implemented event-driven systems using Unity APIs (e.g., triggers, colliders, coroutines) to enhance modularity and code maintainability.
  – Refactored and tested code for performance and maintainability, achieving a 20% runtime improvement and reducing bugs by 30%.

Technical Skills

Languages: Java, Swing, Python, C/C++/C#, JavaScript, SQL, HTML/CSS, R
Frameworks & Technologies: React, Node.js, Express.js, Spring Boot, MongoDB, MySQL, RESTful APIs
Developer Tools: Git, GitHub, VS Code, IntelliJ IDEA, Eclipse, Postman, Docker, Unity
Libraries: pandas, NumPy, Matplotlib, Scikit-learn
Software Engineering: Object-Oriented Programming (OOP), Data Structures & Algorithms, Unit Testing (JUnit, Pytest), MVC Architecture, Agile/Scrum
Other Tools: Microsoft Office Suite, Figma, Photoshop, Jira, Confluence, Slack, Trello, Firebase, AWS (basic), Google Cloud Platform (GCP), Notion, Azure AD, Intune