



GEORGE HAJJAR

COMPUTER ENGINEER

CONTACT

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EDUCATION

BACHELOR OF ENGINEERING,
COMPUTER & SYSTEMS
MINOR IN BUSINESS

Carleton University | 2015 - 2020

ABOUT

Computer and Systems Engineering graduate with a deep passion for technology and software as a service. Technically skilled, and comfortable with numerous programming languages and tools. A hard worker, critical thinker and a fast learner, I strongly believe in the impact that software engineers can have on the future of business and I intend to be in the heart of it.

TECHNICAL SKILLS

- Python
- Express
- GraphQL
- React
- SciKit Learn
- Swift
- C
- Mongo
- Node
- Ruby
- React-Native
- PHP
- Java
- C++

WORK EXPERIENCE

FULL-STACK DEVELOPER

Freelance (National Logistics) | November 2019 - February 2020

- Developed a full stack JavaScript application for package and order tracking, account management, and document scraping.
- Technologies utilized: React, Express, PassportJS, and MySQL.

IOS DEVELOPER

Intersect | May 2019 - Sept 2019 & May 2018 - Sept 2018

- Owned project and responsible for writing efficient, maintainable and reusable code using Swift.
- Delivered a high quality application to meet client's needs and perform efficiently as designed.
- Worked with a team to understand requirements and recommend appropriate solutions; including Project Managers, Designers, Backend Developers, and QA Analysts.

QUALITY ENGINEER

dubdub inc. | May 2017 - Sept 2017

- Lead the initial implementation of automated testing for functional, system, performance/integration and regression testing on web, iOS and android based applications.
- Responsible for testing server side APIs.
- Responsible for stress/load testing on a web based application.

PERSONAL PROJECTS

CAPSTONE PROJECT - MACHINE LEARNING VIDEO PLAYER

- Developed an intelligent video streaming application that uses machine learning to track the usage patterns of users and allocate resources adaptively in order to achieve a cost-effective service.
- Technologies utilized: Python, Scikit-learn, Socket programming.

POKER-GRAPHQL - GRAPHQL APPLICATION

- Developed an application to query Poker stats from a database.
- Technologies utilized: MongoDB, Express, GraphQL.

UOME - IOS APPLICATION

- Developed an iOS application that tracks payment between individuals of a group, used to manage group payments and ease reimbursements to individuals who are owed money.
- Technologies utilized: Swift, Core Data.