# hamza sohail (he/him)

# work experience

### Software Engineer - cuBlueprint

Since 08/2020. Volunteer. 12 Months. Remote.

node.js mongo

test driven development

- Implemented and documented over 30 endpoints with input validation and authentication using an MVC based design pattern.
- Developed unit and integration tests for the endpoints to achieve a 100% test coverage.
- Architected a CI/CD pipeline that automated application testing and deployment.
- Optimized Docker images by using Alpine Linux and removing redundant layers leading to 10 times smaller image sizes and 50% faster builds.
- Coordinated full cycle software development with an agile team of developers following test driven development practices.

#### Software Engineer - BlackBerry

04/2021 - 08/2021. Internship. 04 Months. Remote.

postgresgl

cyber security

- Championed the migration and refactoring of an internal testing tool to use PostgreSQL to achieve persistent storage for testing configs leading to efficient workflows for developer teams.
- Refactored part of the legacy codebase to use the ES6 syntax of JavaScript drastically increasing code readability and maintainability.
- Designed a tool to assist support teams at BlackBerry in securely looking up internal data through a self-serve dashboard leading to fewer tickets being generated by support teams for developer teams.
- Patched a potential username enumeration vulnerability by removing certain response messages that could be used by an attacker to gather a list of valid usernames improving the security of internal APIs.

#### **Undergraduate Researcher - CHORUS Lab**

04/2020 - 04/2021. Internship. 12 Months. Remote.

node.js typescript

angular research and development

- Prototyped a first of its kind non-visual security feedback system using an Apple Watch to give users real-time security notifications via haptics.
- Architected a browser extension that notified users when they visited insecure websites via haptics improving security awareness for users with visual imparities.
- Developed a series of web-based games using Angular and the G-Develop game engine to inform pre-teens about digital literacy concepts such as privacy.
- Created an API to manage game assets from a web dashboard without having to build and redeploy the game allowing for rapid prototyping of the various levels in the games.

#### **Incoming Software Engineer - Shopify**

Fall 2021. Internship. 04 Months. Remote.

# education

#### **Bachelor of Computer Science - Carleton University**

Since 09/2019. Expected Graduation Date: 04/2023

11.5 / 12 CGPA (A+)

Dean's Honor List Award, Dean's Summer Research Internship Award, I-CURERUS Award

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# ask me about

## **Tech Lead - Google Developer Student Club**

Since 08/2021. Remote.

Helping student developers grow their knowledge in a peer-to-peer learning environment by building a sustainable future with technology.

# **Academic Lecturer - Carleton Artificial Intelligence Society**

11/2019 - 08/2020. Remote.

Lead weekly workshops on topics such as data science and machine learning using frameworks like TensorFlow, Pandas and NumPy.

# **Data Scientist - Carleton** University

10/2019 - 05/2020 . Remote.

Worked with a PhD student to scrape and analyze protein interaction data to find novel cancer-causing genes for their PhD research.

# **Outstanding Teaching Assistant** Nominee with an Honorable **Mention - Carleton University**

05/2021. Remote.

Nominated by ten students for my efforts as a TA to create an inclusive learning environment where all questions were welcome.

## languages and tools

python	javascript	node.js
express	socket.io	mongo
mongoose	graphql	docker

# skills and knowledge

version contr	ol	testing		
test driven development				
object oriented programming				
databases	rest api	devops		

## career interests

backend	swe/sde	fullstack
technica	l product man	agement