hamza sohail (he/him)

work experience

Backend Developer - cuBlueprint

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

node.is 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 Developer - BlackBerry

04/2021 - 08/2021. Internship. 4 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 Backend Developer - Shopify

Fall 2021. Internship. 4 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 and build solutions for local communities.

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

career interests

backend	swe/sde	fullstack
technica	l product man	agement