

# Hammad Pathan

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## Technical Skills

**Languages:** Python, C#, JavaScript/TypeScript, SQL, HTML, CSS

**Libraries/Frameworks:** React, Node.js, Express, Next.js, .NET, FastAPI

**Tools:** Git, Azure, AWS, Docker, PostgreSQL, MSSQL, Firebase, Supabase, Postman

## Experience

### Software Engineer Intern

May 2023 – Aug 2024

Toronto, ON

- Built and maintained 3 CI/CD pipelines supporting automated testing, validation, and deployment of business-critical applications, reducing operational risk and manual errors.
- Developed C#/.NET application components supporting automated testing infrastructure, emphasizing modular design and reusability while reducing maintenance time by **40%**.
- Engineered Python-based data migration tooling to standardize and validate SQL logic, supporting large-scale system modernization and improving reliability of downstream reporting.
- Translated business and stakeholder requirements into technical implementations in collaboration with cross-functional teams.
- Optimized DAX queries powering risk and performance reporting dashboards, improving loading times for **15+** stakeholder reports and supporting data-driven decision making.

## Projects

### Carfide (Startup Web App) | *Node.js, Express, Supabase, PostgreSQL*

- Designed and owned backend architecture for a startup web application using Node.js, Express, and Supabase.
- Developed scalable RESTful APIs to support core client-facing features and future mobile client expansion.
- Architected relational database schemas, optimized Supabase queries, and enforced data integrity in Supabase.
- Implemented secure authentication and authorization using JWT, role-based access control, and protected endpoints.
- Collaborated with non-technical stakeholders to implement feature changes and resolve production issues.

### Dynamic Save Game Patcher (Open Source CLI) | *Python, HTTP/Proxy, Binary Manipulation*

- Engineered a CLI tool serving a community of **200,000+** users, handling complex save-file manipulation for dynamic game data.
- Implemented an HTTP proxy to intercept and modify server requests, replicating authentication headers to successfully upload/download modified binary data.
- Reverse-engineered the game's hashing algorithm to implement MD5 integrity checks, ensuring modified data was accepted by the game server.
- Assessed and resolved critical bugs for a live user base, maintaining stability across frequent game patches.

### GradSight (Facial Recognition System) | *Python, OpenCV, AWS, React*

- Architected a computer vision pipeline using OpenCV and EasyOCR to process high-resolution graduation photos, identifying **400+** students with high accuracy.
- Reduced manual tagging labor by **90%** by implementing automated noise reduction, segmentation, and fault-tolerance algorithms.
- Deployed a decoupled architecture - React Native frontend for user interaction and a Python backend on AWS EC2, using S3 for scalable image storage.

### Share-A-Ride (Mobile App) | *Node.js, Express, Firebase*

- Engineered a secure and scalable backend with Node.js and Express, handling user authentication, route handling, and async request processing.
- Integrated Firebase Auth and Firestore for user management and data storage, improving app reliability and security.
- Designed and tested **26** REST API endpoints using Postman, enabling seamless frontend integration with consistent data flow and error handling.

## Education

### McMaster University

2025

*Bachelor of Engineering, Software Engineering (Co-op) – GPA: 3.9/4.0*

Hamilton, ON

- Relevant Coursework:** Data Structures and Algorithms, Databases, Object Oriented Design, Software Architecture