

HAMZAH PUNJABI

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EDUCATION

Memorial University of Newfoundland and Labrador

January 2019 – August 2023

Bachelor of Science in Computer Science

GPA: 3.46

Faculty of Science Dean's List 2022-23

SKILLS

Languages Python, HTML, CSS, SQL, C#, C, C++, Java, Fortran, PHP, JavaScript, Dart, TeX

Frameworks React.js, React Native, Laravel, Node.js, Docker, REST, .NET, Flask, Flutter, scikit-learn

Tools Git, MongoDB, MySQL, SQLite, Heroku, Unity, Figma, Jupyter, pandas, NumPy

CERTIFICATIONS

AWS Certified Solutions Architect – Associate

October 2023

Issued by [Amazon Web Services Training and Certification](#)

WORK HISTORY

Software Developer (Contract)

December 2023 - Present

Bin Yousef

Doha, Qatar

- Developing a web application using .NET Core and SQL, integrating a Sports API for dynamic content.
- Building a Flutter mobile app, linked to the database and providing an API for data access.
- Utilizing Azure pipelines with Git for continuous integration, delivery, and team collaboration.

Software Developer (Internship)

September 2021 - August 2022

SmartICE

St. John's, NL

- Optimized a Laravel and ReactJS dashboard, integrating ChartJS and REST API for performance enhancement.
- Managed codebase using Git and fostered collaboration with Jira and Asana tools.
- Implemented ADXL343 accelerometer in C for SmartBUOY and developed a C Windows Forms feature for SmartQAMUTIK.

PROJECTS

Canadian Pollution Visualizer

ReactJS, NodeJS, ChartJS

A web application for visualizing pollution data:

- Generation of various types of graphs and data filters.
- Backend developed using NodeJS and frontend using ReactJS.

LaTeX Resume Tailor

Flask, ReactJS, NodeJS, LaTeX

A web application that aids in customizing LaTeX resumes:

- Upload, select, rearrange, and edit specific LaTeX sections.
- Generate tailored versions highlighting specific experiences and skills.

Wine Quality

Python, NumPy, pandas, Matplotlib, Sklearn

Data preprocessing and analysis project using Jupyter Notebook:

- Analyzed Wine Quality Data Set from UCI Machine Learning Repository.
- Conducted supervised learning, data analysis, feature engineering, and prediction.

EncryptionDecryption

Python, PHP, Pandas, PyMySQL, Cryptography

A utility script for encryption, decryption, and backup:

- Backed up database tables into CSV files.

- Utilized Cryptography for encryption and decryption processes.

SimpleNotes

React Native

Developed a straightforward note-taking app as a personal project:

- Built with React Native for cross-platform functionality on iOS and Android.
- Focused on a clean and minimalist user interface for easy navigation and usability.
- Implemented basic features for creating, editing, and deleting notes.
- Integrated local storage to ensure data persistence and offline access.

Quoridor Board Game

Java, Swing, AWT

Developed a digital version of the Quoridor board game as a group project:

- Implemented game mechanics using Java's Swing and AWT components.
- Enabled features for individual player turns, movement of game pieces, and score tracking.
- Integrated a pathfinding algorithm for efficient movement and strategy planning.

Resume Screening using NLP

TF-IDF, Word2vec, BERT

Investigated automated resume screening for a course project:

- Employed NLP techniques like TF-IDF, Word2vec, and BERT.
- Focused on enhancing the accuracy of automated screening processes.

TaskTracker

.NET Core, Entity Framework

Developed a task management application as an individual project:

- Built with .NET Core, focusing on clean architecture and best coding practices.
- Utilized Entity Framework for database operations, enabling task creation, updating, and deletion.
- Implemented user authentication and authorization for secure access.
- Designed a user-friendly interface with responsive design.

Advent of Code Challenges

Python, Numpy, Google Sheets, Fortran

Engaged in annual coding challenges over several years:

- *2021*: Completed challenges in Python and Numpy, ranking 2nd on the MUN CS Society leaderboard.
- *2022*: Tackled challenges using Google Sheets, focusing on formulas and macros for automation.
- *2023*: Participating in the challenge using Fortran, exploring its capabilities in solving modern problems.

MUNCS Automata Discord Bot

Python, Discord API

Contributed to a Discord bot for a university society:

- Added several fun and interactive commands to the bot.
- Enhanced user engagement within the society's Discord community.

Hex16toInt

PHP, Python

Developed a script for number conversion:

- Created a utility to convert 16-bit hexadecimal numbers to signed integers.
- Implemented the script in both PHP and Python for versatility.

BlockWars

C, Unity, Steam API

Developed a 2D multiplayer game with various PvP modes:

- Utilized C and Unity for game development.
- Integrated Steam's API for hosting and multiplayer functionality.

Blood2D

C++, SFML

Developed an advanced game as part of a group project:

- Implemented game features using C++ with the SFML library.
- Integrated advanced game elements like collisions, inventory system, and game progression.
- Developed shaders, a custom user interface, and advanced NPCs.
- Created a custom level creation tool for enhanced gameplay experience.