

Hassan Siddiqui

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Education

Ryerson University

Bachelor of Engineering in Computer Engineering

2020 - 2025

Relevant Course Work: Digital Systems, Object Oriented Programming (OOP), Data Structures & Algorithms

Skills

Languages: Python, Java, JavaScript, C, VHDL, Assembly, Bash,

Web/Frameworks: HTML, CSS, React, ReactNative, Vue.js, Cypress

Tools/Technologies: Multisim, Linux, MATLAB, AutoCAD, Git, Spring Boot, Jira, TestRail, Confluence, PowerBI

Experience

Software Automation Engineer Intern | Advanced Micro Devices (AMD)

May 2023 – April 2024

- Executed automated tests on next-generation GPUs, ensuring functionality and performance standards prior to release.
- Automated testing workflows using **Python** and **Bash** resulting in a **40%** increase in test coverage efficiency.
- Optimized and refactored existing automation scripts to boost their execution performance by **15%**.
- Implemented a **Bash** script to streamline defect identification, boosting sorting precision by **30%** and aiding developer issue resolution.
- Lead a collaborative debugging initiative that identified critical root causes for major bugs, expediting the development of patches and updates by **22%**.

Quality Assurance Engineer Intern | Electronic Arts (EA)

May 2022 – August 2022

- Worked on mobile games team helping with the QA process such as test plan writing, test strategy, and bug verification.
- Utilizing tools such as **JIRA** and **TestRail** following the software development lifecycle (SDLC) and **Agile** methodologies.
- Used **Cypress** to automate manual test cases which resulted in a **30%** reduction in manual labor.
- Performed Unit, Functional, and Regression Testing to ensure the highest quality of bug tracking and fixing.
- Collaborated across teams to troubleshoot, enhance quality, and mitigate risks, achieving a **65%** reduction in user-facing bugs.

Software Developer Intern | Simulence

January 2022 – April 2022

- Front end development with **Vue.js** and back end with **Java** using **Spring Boot**.
- Designed and implemented over **5+** new features based upon feedback given.
- Found and fixed over **10+ bugs** including accessibility compliance and issues in web applications components.
- Integrated **REST APIs** to extend application capabilities, resulting in a **15%** improvement in data retrieval efficiency and a more intuitive user interface.

Projects

League of Legends Champion Info Web application

August 2021

<https://hassans2002.github.io/lolapp/>

- Developed a web application using **React** that lets users see all league of legends champions and their abilities.
- Used an **REST API** to import accurate league of legend's champion data that would load instantly.
- Implemented responsive design principles, resulting in a **35%** higher usability score on mobile devices.
- Deployed optimization techniques for efficient state management, reducing resource consumption and improving rendering performance by **15%**.

Path Finding Algorithm

December 2021

- Programmed and designed a visualization tool utilizing **Python**, which is customizable by the user for path finding algorithms.
- Enhanced understanding and usability of data structures and algorithms implementing Dijkstra's algorithm and A* algorithm.
- Optimized underlying data structures, resulting in a **20%** improvement in algorithm execution time.