

# Hatem Almasri

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## EXPERIENCE

<b>Software Development Intern</b> <i>AzureProz</i>	May 2025 – Present Toronto, ON
<ul style="list-style-type: none"><li>Developed and maintained backend features using Python and Flask for internal applications, improving system reliability and performance.</li><li>Implemented and optimized RESTful APIs connected to a MongoDB database, supporting data access for web-based tools.</li><li>Built internal tools that improved deployment automation and reduced setup time for new clients by 20%.</li><li>Contributed to the backend development of cloud-native web applications using Python and JavaScript, with a focus on secure and maintainable code.</li><li>Collaborated with full-time engineers on debugging and resolving software issues across multiple codebases, using Git for version control.</li><li>Created internal documentation detailing AI integration points, model usage, and data flow, aiding knowledge transfer for future engineering teams.</li></ul>	

## PROJECTS

<b>Chatty</b>   <i>React, MongoDB</i>	June 2024
<ul style="list-style-type: none"><li>Designed and developed a fully responsive live chat application leveraging Node.js for backend functionality and WebSockets for real-time communication.</li><li>Implemented robust database management using MongoDB to store user data, chat logs, and app configurations securely and efficiently.</li><li>Created a dynamic theme system offering 32 customizable color themes, enhancing user personalization and engagement.</li><li>Integrated advanced message features, allowing users to share images and text as a single cohesive message, improving communication flexibility.</li></ul>	
<b>3D Sphere Visualizer</b>   <i>Python, C Mathematical Modeling project</i>	Dec 2024
<ul style="list-style-type: none"><li>Developed a C-based 3D sphere visualizer utilizing ray-tracing techniques to render spheres with realistic lighting, shadows, and reflections.</li><li>Implemented algorithms to calculate sphere-ray intersections, light diffusion, and shading effects, enabling detailed and accurate visualizations.</li><li>Created a dynamic animation generator that adjusts light positions over 90 frames, producing a 90 FPS video to illustrate changing light effects.</li><li>Integrated anti-aliasing methods to enhance image quality by reducing jagged edges and improving visual smoothness.</li><li>Included advanced file I/O support to generate and process PPM image sequences for video creation, ensuring seamless output workflows.</li></ul>	

## EDUCATION

<b>University of Alberta</b> <i>Bachelor of Science in Computer Science</i>	Edmonton, AB Sep 2023 – May 2027
Relevant Coursework: Foundations of Computing I / II – Programming Methodology (C) – Discrete Math and Computer Logic – Computer Architecture – Algorithms I – Machine Learning.	

## TECHNICAL SKILLS

<b>Languages:</b> Python, C, JavaScript, HTML/CSS, SQL, RISC-V Assembly
<b>Frameworks:</b> React, Node.js, Material-UI, FastAPI, OpenAI API
<b>Developer Tools:</b> Git, MongoDB, PostgreSQL