

Hamza Israr

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Summary

A highly motivated and innovative software engineer with over 5 years of academic experience in developing robust applications and solving complex technical challenges. Demonstrates a deep passion for coding, with a strong ability to translate complex ideas into efficient solutions. Proficient in Python, JavaScript, and cloud computing technologies such as AWS. Eager to leverage expertise in full-stack development within a dynamic and collaborative environment.

Education

University of Ottawa

Bachelor of Science Honours Computer Science

Fall 2020 – Summer 2024

Earl Of March Secondary School

High School Diploma

Fall 2016 – Spring 2020

Technical Skills

- **Languages:** JavaScript, Node.js, React.js, Firebase, HTML, CSS, Java, C#, Python, SQL
 - **Frameworks and Libraries:** Event-Driven Architecture, React.js, Node.js, API Integration, Unity
 - **Tools and Platforms:** Git, Android Studio, Firebase, AWS, Adobe Premiere Pro, Adobe Photoshop
 - **Automated Testing:** JUnit, PyTest
 - **Additional Skills:** Problem Solving, Presentation Skills, Team Collaboration, Software Project Management
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Experience

Research Contributor

University of Ottawa

Fall 2023 – Spring 2024

- Developed and refined algorithms for Cube Drawing and Connect the Dots tasks on a cognitive assessment platform, improving scoring accuracy and consistency.
- Collaborated with the research team to implement automated scoring, leading to the platform's successful adoption by clinical users.

Java and Python Tutor

Self-Employed

Fall 2022 – Fall 2024

- Delivered tailored tutoring sessions in Java and Python, resulting in a 20% increase in student enrollment and improved performance.
- Created customized lesson plans to simplify complex concepts for high school and university students.

Hackathon Participant

University of Ottawa

Winter 2024

- Led the development of a real-time communication system using Solace PubSub+, resulting in a functional prototype that enhanced communication efficiency by 20%.

Phone Repair Technician

IFixit Wireless

Summer 2022

- Conducted diagnostic assessments on various mobile devices to identify hardware and software issues.
- Performed repairs, including screen replacements and component-level troubleshooting, resulting in a 95% customer satisfaction rate.

- Contributed to solving complex programming challenges in a team environment, demonstrating strong problem-solving abilities and collaboration skills.
 - Leveraged JavaScript, HTML, and Python to address specific project requirements, achieving top placements in both events.
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Projects

Solace Challenge — *Solace PubSub+, Firebase*
Real-Time Collaborative Learning Platform

Winter 2024

- Developed a platform for real-time collaborative learning, enabling users to engage in interactive tasks and challenges.
- Provided instant feedback and progress tracking while facilitating seamless communication between participants.
- Utilized Solace PubSub+ for efficient message brokering and Firebase for user data management.

React Netflix Clone — *TMDB API, React.js, Node.js*
Movie Browsing and User Authentication Application

Spring 2023

- Developed an application mirroring Netflix's functionality (excluding streaming) using the TMDB API.
- Implemented features such as movie covers, descriptions, cast details, search functionality, and a recommendations section.
- Integrated full user registration and login capabilities.

React Weather Application — *OpenWeatherMap API, React.js*
City-Based Weather Data Display

Winter 2023

- Created an application that allows users to input their city of choice and displays the current weather data and its corresponding animation.

Android Class Scheduling Application — *Google Firebase, Android Studio*
Class Management and Scheduling Tool

Summer 2021

- Led a team to develop a class scheduling application with features like adding/removing classes, schedule management, and full user authentication using Google Firebase.

CUHacking 2020 Martello Murder Mystery Challenge — *JavaScript, HTML, CSS, Node.js*
Interactive Problem-Solving Game

Winter 2020

- Successfully solved the Martello Murder Mystery Challenge and secured second place at CUHacking 2020.
- Developed a solution utilizing JavaScript, HTML, CSS, and Node.js.

Unity Class Scheduling and Study Timer Application — *Unity, C#*
Class Scheduling and Time Management Tool

Fall 2019 – Winter 2020

- Designed and developed an application for class scheduling and time management.
 - Integrated functionalities for class management, schedule creation, and a study timer feature.
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Certifications & Awards

C# (Basic)

HackerRank
Issued Feb 2022

Java (Basic)

HackerRank
Issued Feb 2022

Python (Basic)

HackerRank
Issued Feb 2022

University of Ottawa Entrance Scholarship

Fall 2020

Awarded a \$3,000 scholarship for academic excellence upon entry to the Bachelor of Science Honours Computer Science program at the University of Ottawa.