

Syed Hamza Qadri

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science, GPA: 4.0

Aug 2022 – Dec 2025

- Coursework: *Intro to Computing (Python), Intro to Object-Oriented Programming (Java), Data Structures & Algorithms, Computer Organization & Programming, Discrete Mathematics*

EXPERIENCE

Secret Stash

Jun 2021 – Aug 2021

Data Analytics Intern

Karachi, Pakistan

- Processed and analyzed data using Python and Google Sheets API for an e-commerce startup
- Used Python's *difflib* module to correct spelling differences in 1500+ customer names and assign unique IDs
- Calculated which cities were most popular among buyers and adjusted for population
- Determined various metrics including buyer-seller overlap and customer rankings

GT WebDev

Jan 2023 – May 2023

Project Team Member

Atlanta, GA

- Developed a multiplayer chess web application with four team members
- Studied backend development via exposure to MongoDB and Express.js
- Arranged interactive demos demonstrating multiplayer functionality during mid-semester demo day
- Presented the profile page and spoke about its development to 60+ club members

PERSONAL PROJECTS

BuzzCat: Course Catalog Application and Web Scraper | *TypeScript, Python, React, PostgreSQL, Express.js*

- Built a comprehensive course catalog web application for Georgia Tech students
- Scraped course data from 100,000+ class-specific endpoints using an **asyncio**-based scraper written in Python
- Implemented authentication using Google Firebase to store user course history and settings

YobeBoy: Nintendo Game Boy Emulator | *C*

- Developed an emulator for the Nintendo Game Boy console, capable of running several commercial games
- Implemented advanced features such as interrupts and memory bank switching to allow complex games to run
- Passed 38 out of a set of 40 CPU instruction accuracy tests, as well as all instruction timing tests

mfChess: Multiplayer Chess Game | *React, TypeScript*

- Engaged with four team members to develop a WebSockets-based online chess game
- Developed significant sections of the user interface including the title screen, profile page, and chess pieces

CLASS PROJECTS

Lambda Calculus Interpreter | *Python, L^AT_EX*

- Wrote an interpreter consisting of a lexer and parser as part of an open-ended research project
- Designed an algorithm to convert lambda calculus expressions to binary abstract syntax trees
- Added functionality to store expressions in variables, allowing seamless expression reuse

cubeBOT: GBA Puzzle Game | *C*

- Developed a *Mario Bros.*-esque game for the Nintendo Game Boy Advance in bitmap rendering mode
- Implemented basic physics simulation to achieve smooth accelerating jumps as well as collisions
- Added a leaderboard displaying the top scores achieved in the current session

SKILLS

Languages: Python, C, Java, Bash, HTML/CSS, JavaScript

Technologies and Frameworks: React, MySQL, PostgreSQL, MongoDB

Developer Tools: Git, Visual Studio Code, IntelliJ/Android Studio

Platforms: Linux (Ubuntu, Arch), Windows, macOS