Tasmiha Hassan

Software Engineer (Level 2)

A passionate, dedicated, and enthusiastic second year Software Engineering student who is eager to contribute unique, creative solutions and learn along the way. Highly proficient in Java, C, Assembly, and Python. Able to comprehend new tasks quickly when demonstrated. Excellent mathematical ability, problem solving skills, written and verbal communication skills.

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WORK EXPERIENCE

Summary Production Co-op Student
Summer Production Co-op Student
WestRock

May 2017 • September 2017   *Etobicoke, Canada*
Corrugated Packaging Company

Achievements/Tasks
- Strong understanding of safety procedures and protocols
- Operated large machinery through control buttons
- Troubleshot production error and malfunctions
- Set up, stacked, and shipped desired amounts of

production

VOLUNTEER EXPERIENCE

First Robotics Competitions Volunteer
For Inspiration and Recognition of Science and Technology

2013 — 2018   *Various Locations, Canada*
Young students engineer task oriented robots to compete and learn

Tasks/Achievements
- McMaster University(2017-2018): Field Repair Reset
- York University(2018): Practice Field Attendant
- Fletcher's Meadow S.S.(2013-2015): Lead Volunteer Coordinator
  - ✓ Planned and executed all orientation programs and training for incoming volunteers
  - ✓ Settled various issues swiftly and efficiently

EDUCATION

Bachelor of Software Engineering
McMaster University

2016 — 2020   *Hamilton, Canada*

Achievements
- Currently enrolled in Software Engineering (Level 2)
- Awarded McMaster Entrance Scholarship for high marks in high school (GPA 90.5%)
- 9.1/12.0 (78%) Cumulative GPA

Relevant Courses:

Data Structures and Algorithms 2C03
Taught theoretical concepts to have a strong understanding of algorithms, time complexities, and when to apply them.

Principles of Programming 2S03
Learned how to use an Unix OS, program in C, and code basic data structures such as linked list and binary search trees.

Software Engineering Practice and Experience 2XB3
Apply agile software development methodologies to deliver a Java application that uses a public dataset to solve a worldly problem.

TECHNICAL SKILLS

Microsoft Office
Word, PowerPoint, Publisher, Excel

Design
Autodesk Inventor, Fusion

Audio and Video
Cubase, Sony Vegas Pro, Protools

PROGRAMMING LANGUAGES

C/C++ *Upper-intermediate*	**Java** *Upper intermediate*
Python *Intermediate*	**HTML & CSS** *Intermediate*
Git *Beginner*	**Assembly/ Shell** *Upper intermediate*
SQL *Beginner*	**JavaScript** *Beginner*

SOFT SKILLS

- Strong organizational, written, and oral communication skills in English; also able to speak conversational French and Bengali
- Ability to come up with unique solutions; frequently chosen ideas pitched by me
- Effective time management skills; always able to meet deadlines and arrive on time

PROJECTS

Adoptation

2018 • Present
- A Java application that will use the local government dataset of animals in pet shelters to match a user to a pet that best suits them
- Takes into consideration, the breeds most in need at the shelter, and the personality of the user

Website Portfolio

2015 • Link: tasmainian.github.io
- Experience writing in HTML, and CSS to design a concise and clean website
- Familiar with Bootstraps Library

EXTRACURRICULARS

QHacks Hackathon (2018)
Queens University
- Worked together with team members to brainstorm, develop, and pitch a prototype within 36 hours
- Built an IOS game on Swift, called Tic-Hack-To which worked with graphical user interfaces, and arrays