Tasmiha Hassan

Software Engineer (Level 4)

A passionate, dedicated, and enthusiastic 4th-year Software Engineering student who is eager to contribute unique solutions, build meaningful relationships and learn along the way.

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WORK EXPERIENCE

Full Stack Software Developer Intern
EMBROSS

04/2019 - 08/2020 *Richmond Hill, Canada*
Delivers automated self-service solutions to world's airports and airlines

Achievements/Tasks

- Designed and developed a configuration tool that allows colleagues and clients to modify database configurations through a web application using ReactJS and NodeJS Express to execute the SQL queries.
- Developed a simulator for internal testing to imitate a departure control system using Java (Spring MVC) and Javascript (ReactJS and Express).
- Lead the backend development of an ExpressJS API for form submissions, form filtration, and dynamic PDF generation using HTML, CSS and Javascript.
- Actively worked in an agile software development environment which utilized the Scrum process to engage with colleagues across all divisions.
- Modified production software to fix over 55 defects of an airline check-in application written in Java with Spring MVC framework and delivered patches to the clients by the expected deadline.
- Went on a business trip to gather requirements and lead the backend development of implementing a frequent flyer benefits program for an airline through kiosk check-in.

Communications Assistant
McMaster University Department of Pediatrics

01/2019 - 04/2019 *Hamilton, Canada*
Delivers programming for children and youth ages 7-14 in all areas of STEM

Achievements/Tasks

- Wrote 4 creative and original blog posts that kept the audience engaged with upcoming program events.
- Designed 10 unique and eye-catching visual concepts through various mediums of media such as websites and posters using Photoshop and WordPress.

Computing & Software Student Ambassador
McMaster University Department of CAS

10/2018 - 09/2019 *Hamilton, Canada*
Provides prospective students with information about McMaster's Computing and Software department

Achievements/Tasks

- Developed promotional materials to assist in recruitment activities for Computing and Software.
- Provided advice to prospective students about the Software Engineering program, residence, and transitioning from High School to University through 10 recruitment events.

EDUCATION

Bachelor of Software Engineering
McMaster University

09/2016 - Present *Hamilton, Canada*
Achievements

- 8.4 on a 12.0 scale & 3.3 on a 4.0 scale Cumulative GPA (75%).
- Currently enrolled in Software Engineering (Level 4).
- Completed courses such as Software Design III, Data Structures and Algorithms, Software Testing and Databases.

TECHNICAL SKILLS

Applications
Autodesk Inventor, Jira, Salesforce, Git, SVN, Microsoft Office

Frameworks and Tools
ReactJS, React Native, Apache Tomcat, PM2, NodeJS Express, Redux, Spring MVC, Maven, Firebase, MySQL, Microsoft SQL Server

Audio and Video
Cubase, Sony Vegas Pro, Protools, Photoshop

PROGRAMMING LANGUAGES

Java *Upper-intermediate*	C *Intermediate*
Python *Intermediate*	JavaScript *Upper-intermediate*
SQL *Upper-intermediate*	HTML & CSS *Upper-intermediate*

TRANSFERABLE SKILLS

Strong organizational, written, and oral communication skills in English; also able to speak conversational French and Bengali

Possess strong commitment to team environment dynamics; Always contributing my expertise while being open to constructive feedback

Effective time management skills; Able to meet deadlines and arrive on time

Self-motivated and always seeking new opportunities and challenges

PROJECTS

Orgive (2020)
- A React Native application that allows potential organ donors to find a compatible recipient
- Implemented Google Firebase for storing user information and authentication

Adoptation (2018)
- A Java application that uses the local government dataset of animals in pet shelters to match a user to a pet that best suits them based on a personality questionnaire
- Implemented searching, sorting, and graphing algorithms

FixIt (2018)
- A terminal based python application that automatically corrects incorrect terminal commands
- Supporting Software Requirements Document, Module Guide, and a Test Plan

AWARDS AND ACHIEVEMENTS

3rd Place in Programming Division of McMaster Engineering Competition (10/2018)
McMaster University
- Developed a predictive text-to-speech keyboard that allows a user with speech impairment to communicate with others using Python and machine learning