

Usaim Hakim

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 github.com/Usaim-Hakim

 usaim-hakim.github.io/usaimhakim/

TECHNICAL SKILLS

Languages: Python, C/C++, SQL, HTML/CSS, R, Bash, Racket, Latex

Tools and Technologies: Git, Linux, GDB, MS PowerBI, MS Office, MS Sharepoint, VSCode, draw.io

EDUCATION

University of Waterloo

2022 – 2027

Bachelor of Computer Science (BBA/BCS Double Degree Program)

Waterloo, ON

Wilfrid Laurier University

2022 – 2027

Bachelor of Business Administration (BBA/BCS Double Degree Program)

Waterloo, ON

Courses:

Algorithms · Operating Systems · Object Oriented Programming · Computer Organization and Design · Foundations of Sequential Programs (Compilers) · Data Structures and Data Management · Algorithms and Data Structures · Statistics

WORK EXPERIENCE

Insurance Risk Analysis Co-op Student

Jan. 2024 – Apr. 2024

Office of the Superintendent of Financial Institutions

Toronto, ON

- Performed **data analysis** for a capital generation report by creating data summaries and visualizations using MS Excel pivot tables and charts
- Researched the impact of AI and auto theft on Life and P&C insurers as part of co-op group project and used MS PowerPoint to present findings to over 90 colleagues
- Completed administrative tasks including filing monitoring material in MS Sharepoint and creating reference material in MS Word such as the Quarterly Monitoring Materials Reference Page

PROJECTS

Chicago Traffic Stops Dashboard | MS PowerBI

Sep. 2023

- Created interactive dashboard showing data on traffic stops in Chicago using MS Power BI
- Mapped location data onto base map of Chicago in MS Power BI, color coding data points by vehicle make
- Built a bar chart and histogram showing counts of traffic stops by hour of day and day of week
- Solved incorrect ordering of days-of-week by joining to a separate table that indexed days-of-week

Biquadris | C++, X11, Git, Makefile, Linux CLI

Jul. 2023

- Designed and implemented a game based on Tetris for the OOP course final project using C++, X11 graphics, MVC architecture to maximize cohesion and minimize coupling, and design patterns including the Observer pattern and Factory Method
- Collaborated with team** to determine requirements, schedule and assign tasks, and review code
- Used I/O testing to ensure program met requirements and all features worked as intended
- Documented project by drawing a UML class diagram in draw.io and including it in the design document

CastorOS | C, Git

Mar. 2025

- Implemented kernel features including the loader, mutexes, condition variables, and the `waitpid()` syscall for OS course assignments
- Modified the file system to extend filesize support from 1 MB to 64 MB

WLP4 Compiler | C++, Git, Bash, Linux CLI

Aug. 2024

- Wrote a compiler in C++ for the WLP4 language, a subset of C used for a compilers course
- Used **Bash scripting** to automate testing as well as pipelining the tokenizer, parser, type checker, and assembler

PC Build | Windows, SSH

Oct. 2024

- Assembled, set up, and benchmarked a Windows PC for gaming, studying, and development use
- Set up RSA public-private key using SSH Keygen to easily remote into UW Linux servers from personal machine
- Installed network card drivers despite lack of access to router by sharing internet connection from another PC via a CAT5 cable

Gomoku and Hangman | Python

Jan. 2021

- Wrote Gomoku and Hangman terminal games for an Intro to CS course