

Jad El Hachem

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Education

McGill University

Sep 2023 – Dec 2027

Bachelor of Software Engineering (Co-op)

Montreal, QC

- **CGPA: 3.89/4.00**
- **Relevant Coursework:** Introduction to Software Engineering, Algorithms and Data Structures, Model-Based Programming, Introduction to Software Systems, Software Requirements Engineering, Programming Languages & Paradigms, Database Systems.

Experience

Capital Banking Solutions

May 2025 – Aug 2025

Software Development Internship

Paris, France

- Developed a **Web Services Project for External Wallets** using **Spring Boot** by implementing all inbound and outbound **APIs** and integrating 2 main **Mobile Money Platforms** for real-time funding, withdrawals, and payments.
- Contributed to the **SEPA Instant Payment Spring Boot Service** by implementing **key APIs** to ensure Euro-denominated transfers are processed in under 10 seconds within the **Single Euro Payments Area**, thereby improving efficiency and reliability of real-time payments.
- Implemented and configured **WSO2** sequences for sending SMS notifications, integrating **2 core external systems** to ensure reliable delivery while maintaining modular and reusable components for future workflows.
- Automated **100+ Test Cases** through a **Spring Boot** application using **Java** and **CompletableFuture**, eliminating repetitive manual testing and saving the team **more than 2 hours of work** per week.

Projects

Third Eye Gaming – Esports Organization, Scrim Hub, and Tournament Platform | Next.js, TypeScript, PostgreSQL Feb 2026

- Built the full web platform for Third Eye Gaming using **TypeScript + React** for brand showcase pages, a merch tab, and core organization workflows.
- Developed the backend with **Node.js + Supabase (PostgreSQL)**, including **Discord OAuth authentication**, user/team management, and a **dedicated scrim hub as a core product feature**.
- Reached **75+ beta users** and aligned tournament operations with the owners' **projected \$10,000 annual budget** for organization and prize pools.

Board Games Application | Java, JavaScript, Spring Boot, Vue.js, PostgreSQL, JUnit

Jan 2025 – Apr 2025

- Co-Developed a full-stack web application for board games enthusiasts with a responsive **Vue.js** frontend built using **JavaScript**, and enables users to lend games, manage borrow requests, and organize events.
- Implemented a **Spring Boot** backend with **RESTful APIs** and a persistence layer in **PostgreSQL**, utilizing **Hibernate** for data management and CRUD operations for users, events, and game-sharing.
- Achieved **90% test coverage** across service and controller layers by writing **200+ unit and integration tests** using **JUnit**, **Mockito**, and **JaCoCo** for coverage tracking.

Leadership Experience

Mathematics Tutor

Aug 2022 – Present

Self-employed, Montreal, QC

- Conducted **200+ tutoring sessions** for over **25** grade 11 and 12 math students, significantly improving their grades and problem-solving skills.

Technical Skills

Programming Languages	: Java, TypeScript, JavaScript, Python, HTML5, CSS, SQL
Frameworks/Libraries	: Spring Boot, React, Vue.js, Node.js, Hibernate, Junit, Mockito.
Tools/Databases	: PostgreSQL, Supabase, Vercel, Git, Postman, Linux, CI/CD.
Languages (written & spoken)	: English (Fluent), French (Fluent)