

Babiker Babiker

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EDUCATION

California State University, Fullerton

May 2026

Bachelor of Science B.S. Computer Science

- Coursework: Compilers & Languages, File Structure & Database, Software Engineering, Mathematical Structures I
- Clubs: Association for Computing Machinery, Titan Rover, Video Game Student Developers Club

El Camino College

June 2024

Computer Science Certificate of Achievement

- Coursework: Data Structures, Object Oriented Programming, Java Programming, Advanced C++

SKILLS

Languages & Frameworks: C++, Java, Python, React.js, Next.js, Node.js, SQL, NoSQL, HTML, CSS, JavaScript

Tools: Firebase, Analytics, DNS, Git, Linux, Windows, Mac, Bootstrap, Jira

EXPERIENCE

Mobile App Developer & Designer

Sept. 2024 – Present

Intern @ Bright Start Education-Tech — Los Angeles, CA (Remote)

- Assisting in the design and development of applications for iOS, Android, and web platforms seamlessly
- Collaborating with the design team to create intuitive and visually appealing UI/UX for mobile apps
- Writing, testing, and debugging code under the guidance of senior developers
- Assisting with app prototyping and wireframing to enhance the user experience
- Researching new mobile app trends and technologies to ensure the app is up to date

Software Engineering Fellow

July 2024 – Sept. 2024

Fellow @ Headstarter AI — Long Island City, New York (Remote)

- Participated in 4 AI projects and refined my portfolio during the 7-week fellowship
- Collaborated with a team post week 2 to produce 3 AI motivated projects including analytics and deployment
- Coached by engineers from Amazon, Bloomberg, and Capital One, learning from their success and expertise
- Refined interview skills through mock interviews in Python and gained constructive feedback through an AI interviewer

PROJECTS

CardCrush AI

Aug. 2024

Lead Developer — Next.js, React.js, Stripe, Clerk, Google Gemini API, Material UI

- AI-powered flashcard generator using Next.js, enhancing study efficiency with seamless creation and management.
- Deployed @ [cardcrushai.bbabiker.com](#) and managed project on Vercel using version control through GitHub.
- Integrated Stripe for secure, scalable subscription-based billing, providing users with a streamlined experience.
- Implemented user authentication and data synchronization across devices using Clerk, ensuring seamless access.
- Designed an intuitive UI with Material-UI and incorporated Gemini API for real-time data processing.

IceMan

Feb. 2024 – June 2024

Co-Developer — C++, OpenGL, Object Oriented Programming, Graphical User Interface

- Developed an interactive game using OpenGL focused on oil mining and escaping protestors as the primary objective.
- Collaborated effectively in a team of two, utilizing version control through GitHub and weekly in person meetings.
- Implemented core gameplay mechanics, including user interactions and visual elements using a user friendly interface.
- Conducted thorough testing and debugging to ensure the game's functionality and performance.