

REEM ALKHALILY

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Education

University of Houston

Bachelor of Science in Computer Science, Minor in Mathematics,

August 2021 – May 2025

Houston, TX | GPA: 3.63

Technical Skills

Languages: Python, C++, C#, JavaScript, HTML, CSS, SQL, Swift, R

Frameworks and Libraries: React.js, Node.js, Express.js, Tailwind CSS, Jest, Pandas, Polars, PyQt

Tools and Platform: Git, Postman, Jupyter Notebook, VS Code, Unity, PSQL, Linux

Skills: Agile Methodologies, Object-Oriented Programming (OOP) Concepts, Data Structures and Algorithms, Database

Experience

NASA/Boeing

Software Engineer Intern

May 2024 – Present

Houston, TX

- Automated **CLI** network configuration tasks with a **Python** script and **PyQt** GUI, reducing task time by **30%** and streamlining user workflows.
- Designed a secure **SQLite** database for tool and IP management, enhancing retrieval efficiency by **25%**.

University of Houston

Teaching Assistant

January 2024 – Present

Houston, TX

- Conducted lab sessions and office hours for **120** students, boosting lab completion rates by **25%** and fostering programming skills.
- Guided students with programming assignments, reducing errors by **20%** and elevating overall understanding.

Projects

PiggyPal | *Swift, Firebase, Git*

December 2024

- Created a budgeting app with a user-friendly interface to manage expenses based on 50/30/20 rule.
- Integrated Firebase for real-time data storage and styled financial reports for spending visualization.

Space Guard | *Azure, Vite.js, React.js, Node.js, Express.js, Tailwind CSS, MySQL, Postman, Git*

November 2024

- Built a web app to track space debris, integrating with NASA's systems for real-time orbital risk visualization.
- Deployed Azure SQL Database to organize debris data and validate APIs with Postman for seamless integration.

Piplup Travel Buddy | *Vite.js, React.js, Node.js, Tailwind CSS, MongoDB, Postman, Git,*

February 2024

- Built a flight booking app with real-time flight updates leveraging Amadeus API, providing access to over **400** airlines and making it easy for users to find flights and prices.
- Customized a simple interface with React.js for easy navigation and booking.

Cube Run | *C#, Unity*

May 2021

- Developed a 3D runner game in Unity using C#, implementing obstacles and increasing difficulty to enhance player engagement.
- Generated and embedded collision detection and character movement.

Leadership

Computer Science Girls

President

May 2024 – Present

Houston, TX

- Oversaw a team of **10** officers to coordinate events and initiatives, supporting over 133 students each semester.
- Secured **7** corporate partnerships, enabling **5+** professional workshops and increasing student participation by **35%**.

Computer Science Girls

Mentorship Chair

October 2023 - May 2024

Houston, TX

- Facilitated a mentorship program for **44+** participants in the Computer Science Girls Club.
- Coordinated logistics for **44+** participants, improving program satisfaction ratings by **30%** through clear communication and coordination.