

# 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

**Relevant Coursework/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 **80%** and streamlining user workflows.
- Designed a secure **SQLite** database for tool and IP management.

### 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.
- Used Firebase to store transactions and generated spending reports with charts.

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

**November 2024**

- Created a web app to track space debris with real-time updates from NASA APIs.
- Stored debris data in Azure SQL and tested API connections with Postman.

### Museuma | *Azure, React.js, Node.js, MySQL, Tailwind CSS, Postman, Git*

**May 2024**

- Built a fullstack project focused on implementing a database system for an art museum.
- Created a MySQL database to organize artwork details and tested API routes with Postman.
- Programmed a React frontend and connected it to a Node.js backend to manage museum data.

### 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.