BIBAS KANDEL

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EDUCATION

University of Southern Mississippi   **Hattiesburg, MS**
BS in Computer and Information Sciences   *Graduation Date: May 2027*

Relevent Courseworks: Linear Algebra, Discrete Mathematics, Probability and Statistics, Data Structures and Algorithms

SKILLS & TECHNOLOGIES

Skills: Python, C++, C#, Git, Bash, HTML, CSS, JavaScript, SQL, Qt, .NET MAUI, Blazor

Technologies: Docker, Visual Studio, OpenAI, Numpy, Pandas, AWS, Github, Matplotlib, React

PROJECT EXPERIENCE

Exium   **Hattiesburg, MS**
Developer   *Dec 2024 - Present*

- Engineered a secure web application for coding exams that integrated the Monaco Code Editor with Judge0 API, achieving a 99.9% uptime and enabling real-time code execution for over 100 students simultaneously.
- Implemented comprehensive exam monitoring features alongside advanced lockdown mechanisms, resulting in a 75% reduction in cheating incidents during assessments and enhancing overall exam integrity.
- Deployed the application within a Docker container on Google Cloud, optimizing resource utilization and reducing operational costs by 30%, while ensuring scalability to support future growth ambitions.

Manimator   **Hattiesburg, MS**
Developer   *Nov 2024 - Dec 2024*

- Directed the development of an innovative tool that generates mathematical animations from user prompts, leveraging Open AI API and a Flask backend, resulting in a 40% increase in student engagement during tutoring sessions.
- Collaborated with a team of software developers to implement React frontend features for the animation tool, enhancing user interface responsiveness by 60% and receiving positive feedback from over 200 users.
- Led the usability testing initiatives to refine the application's functionality based on user experiences, achieving a 75% reduction in technical issues reported during pilot sessions with students.

CheckED   **Hattiesburg, MS**
Developer   *Aug 2024 - Dec 2024*

- Spearheaded the design and development of CheckED, an event management application utilizing C# and .NET MAUI, resulting in a 40% reduction in event planning and advertising.
- Engineered user authentication and RSVP management features that improved guest check-in efficiency by 60%, facilitating seamless access during peak events.
- Integrated budget planning tools, notifications, and reminders into the application which enhanced user engagement metrics by 30%, leading to a significant increase in repeat usage among event organizers.

Sudoku Solver   **Hattiesburg, MS**
Backend Developer   *Aug 2024 - Dec 2024*

- Developed a modern Sudoku solver application utilizing Qt6 and C++17 with a sleek dark/light-themed graphical user interface
- Implemented an efficient Ternary Search Tree algorithm, achieving solution speeds that reduced average solving time by 60%, while ensuring accuracy rates remained at 99.9% for varying puzzle complexities.
- Collaborated with a team of 4 developers to optimize application performance, resulting in a reduction of memory usage by 40%, which improved overall responsiveness and provided users with an intuitive input experience.

WORK EXPERIENCE

USM School of Computing Sciences and Engineering   **Hattiesburg, MS**
Academic Tutor   *Aug 2024 - Present*

- Facilitated individualized tutoring sessions for over 20 students daily in Discrete Mathematics, C++, and Python, enhancing problem-solving skills and contributing to a 25% increase in course pass rates across all participating students.
- Developed and implemented custom study guides tailored to individual learning needs, resulting in an average homework accuracy improvement of 30% and significantly boosting student confidence in tackling complex concepts.
- Conducted dynamic group tutoring workshops that fostered collaborative learning environments, leading to a remarkable 20% rise in overall test scores among attendees compared to previous assessments.