Kareem DaCosta

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EDUCATION

Columbia University School of Engineering and Applied Sciences

*B.S. in Computer Science | **GPA:** 4.12/4.0*   September 2021 - December 2024
- Relevant Coursework: Advanced Programming, Artificial Intelligence, Databases, Security, User Interface Design

SKILLS

- Programming Languages: JavaScript, Python, Swift, Kotlin, Java, C, C++, Objective-C, HTML, CSS, PostgreSQL
- Libraries/Tools: React.js, Express.js, GraphQL, Relay, Redux, Django, Numpy, Scrapy, Selenium, Git, Mercurial

EXPERIENCE

Meta   **New York, NY**

Software Engineering Intern   May 2024 - August 2024
- Created a plugin over 5 weeks ahead of schedule that tracks network requests in a waterfall graph during a live mobile session
- Added plugin support for Instagram iOS, Instagram Android, and Threads iOS using Objective-C, Kotlin, and Java
- Collaborated with 9 engineers across 3 teams to build feature requests and wrote 2 wiki articles to document my work
- Conducted 2 presentations, one at my team's All Hands meeting, and won the iOS Engineer of the Month award for my team
- Earned <u>greatly exceeds expectations</u> for my internship (top rating) and awarded highlight of the month by an Instagram director

DESDR Research Lab   **New York, NY**

Student Researcher   January 2024 - May 2024 | September 2024 - December 2024
- Worked in [DESDR](#) to bring website support to Nigeria by adjusting charts, area of measurement, and data used
- Created pipeline scripts to transform data from the type received by a remote server to the type used by the website database

Meta   **New York, NY**

Software Engineering Intern   May 2023 - August 2023
- Designed and implemented a restructuring of Instagram Web Settings that improved performance and increased flexibility of underlying architecture three weeks ahead of schedule using React, Relay, and GraphQL
- Redesigned core Instagram components and ensured a11y compatibility
- Provided weekly updates and led implementation strategy meetings with team members to ensure code quality
- Developed tagged post pages in individually scoped project and boosted performance using React, Relay, GraphQL, and Django

SSQRD   **New York, NY**

Lead Software Engineer   September 2022 - May 2023
- Designed and developed a web scraper using Scrapy which resulted in a 3800% speedup and enhanced system reliability
- Successfully built a full-stack website utilizing technologies such as React.js, Node.js, Express.js, and PostgreSQL
- Led weekly Agile stand-up meetings to align on progress and strategize for the subsequent week's tasks
- Conducted 1:1 mentoring sessions to explain React concepts, pair-program, and recommended sources for further learning
- Delivered a presentation detailing project outcomes and authored a comprehensive report documenting accomplishments

Meta   **Menlo Park, CA**

Meta University Software Engineering Intern   May 2022 - August 2022
- Learned HTML/CSS/JavaScript, React, and Node/Express in 3 weeks by cloning popular websites such as Netflix and Twitter
- Created a [website](#) - Dungeon Delver - in 6 weeks using a React frontend, a Node/Express backend, and a Parse database
- Worked with manager on internal outages after completing website ahead of an aggressive schedule
- Earned rating of <u>absolute confidence hire</u> along with return offer as recognition for work that greatly exceeded expectations

We Love Coding   **New York, NY**

President and Volunteer Teacher   September 2018 - May 2021
- Led student-founded volunteer group that taught coding to underserved middle school students and personally taught 100+ hours
- Solely conducted a transition to online learning during the pandemic, resulting in a tripling of students and doubling of teachers
- Managed communications with parents and volunteering locations, organized online classes, and provided weekly updates
- Managed internal organization including recruiting teachers, arranging weekly schedules, and undertook succession planning

Misr Public Library   **Cairo, Egypt**

Coding Videos Creator   June 2020 - August 2020
- Created introductory coding videos for the Misr Public Library (Egypt) for primary-school kids

PROJECTS

Super Cold   December 2024
- Developed a [3D raycasting video game](#) using Processing Java with an LilyGo TTGO ESP32 board

Compendium   May 2024
- Developed a [website](#) that lets users find and create Dungeons and Dragons creatures. State persists in browser sessions. [Github](#)

Numpy-Only Neural Network   April 2023
- Created a neural network using only numpy and python that achieved over 85% accuracy on the MNIST dataset. View [Github](#)

Personal Website   September 2022
- Built a personal [website](#) in React and hosted with Vercel. Code available on [Github](#)

Dungeon Delver   June 2022 - August 2022
- User-matching [website](#) built during Meta University that aligns users with compatible Dungeons and Dragons parties. [Github](#)
- Features custom-built live and paginated chat and notifications systems, a paginated, ranked, dynamically fetched party query system, background thread prefetching, custom image storage, persistent login using OAuth, and recoil state management

HackMIT → Hackathon Sponsored by MIT   September 2021
- Part of a team that coded and deployed, using HTML, CSS, and JavaScript, a [website](#) that encourages electronics recycling