

LEEN ALZEBDEH

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HIGHLIGHTS

Fourth year student in my fourth year of computing science at the University of Alberta. Here is some of my work:

- Worked as a developer in a team and created a fully functional website using JavaScript.
- Developed and tested an Android social media app.
- Trained in software development and machine learning (including machine vision) methods.

WORK EXPERIENCE

SEP 2022 – DEC 2022

FRONTEND DEVELOPER | Zero RampUp

Remote

- Worked in a team of 7 and maintained, developed, and designed a subscription-based website using JavaScript (ReactJS with ES6).
- Worked in an Agile environment with weekly stand-ups and conducted 2 hours of sprint planning per week.
- Created a custom React Hook, which handles asynchronous data retrieval from REST API, to display subscriptions.
- Pair programmed with 3 frontend developers and reviewed the team's code to ensure quality.

2020 – PRESENT

TUTOR | Paper Edu

Remote

- Tutor K-12 students in computer science and mathematics, earning an average of 94% positive reviews.
- Provide code review for computer science students in Java, Python, C and JavaScript.

JUL 2022 – OCT 2022

VALLEY STREET TEAM MEMBER | Reverb Communications

Edmonton, CA

- Established booths to educate the public on train-related safety ahead of the valley train line opening.
- Engaged large audiences, reaching 80+ persons per hour regularly.

JUL 2018 – AUG 2018

INTERN | University of Alberta: Department of Computing Science

Edmonton, CA

- Conducted a 6-week research project, in collaboration with an intern and a team of graduate students, to optimize the performance of a program that simulates the boardgame Hex, mainly through refactoring and rewriting existing code.
- Implemented and learned Python and graph search algorithms at a rapid pace to participate in the program.
- Presented the results of the research to a 30+ person audience and answered questions.
- Achieved duties 1 week ahead of the deadline and took initiative to advise another team.

PROJECTS

ANDROID DEVELOPER | CMPUT 301 Project

- Created a fully functional social media app using Java, XML and Cloud Firestore.
- Implemented a map, to share post location, with address search and selection using Geolocation API.
- Used Junit to build unit testing that dramatically reduced bugs and improved code quality.

SEMANTIC IMAGE SEGMENTATION ON MNISTDD-RGB | CMPUT 328 Project

- Customized a U-Net model to do object segmentation on the MNIST Double Digits RGB (MNISTDD-RGB) dataset and achieved a 97% accuracy.

OBJECT DETECTION ON MNISTDD-RGB | CMPUT 328 Project

- Customized a YOLOv5 model to do object detection on the MNIST Double Digits RGB (MNISTDD-RGB) dataset and achieved a 99% overall accuracy.

EDUCATION

Bachelor of Science, Specialization in Computing Science | UNIVERSITY OF ALBERTA 2019 - 2024

Edmonton, CA

RELEVANT COURSES

CMPUT 401: Software Process and Product Management

- Practiced best practices in software project and product development.

CMPUT 328: Visual Recognition

- Implemented supervised and unsupervised machine learning principles, such as Autoencoders, LSTM, and unsupervised domain adaptation.

CMPUT 291: File and Database Management

- Explored entity-relationship model; relational model, and implemented projects in SQL, and MongoDB.

CMPUT 366: Introduction to Artificial Intelligence

- Implemented a Q-learning algorithm to solve a maze problem.
- Explored algorithms to solve deterministic shortest path problems, such as A*, heuristic depth search, and branch and bound.

CMPUT 204: Algorithms I

- Explored and implemented many searching, sorting, and graph algorithms.

TECHNICAL SKILLS

- Languages: Python, C, Java, JavaScript/ TypeScript, SQL, HTML/CSS, XML.
- Technologies: React, Android, Git, JUnit, Docker.
- Databases: MongoDB, PostgreSQL.