

Maimuna Muntaha

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EDUCATION

Stanford University (GPA: 3.8)

Stanford, CA

Bachelor of Science: Human-Computer Interaction

Anticipated Graduation – June 2026

Master of Engineering: Management Science & Engineering

Anticipated Graduation – June 2026

Activities and Societies Leadership: Tridelt Chapter *Director of Administration*, Design for America *Executive Member*, Counterpoint Acapella *Social Chair*, Women in Computer Science, Women in Business, AI team at CS+Social Good

Professional Experience

NASA (Land Surface Temperature via Satellite and Remote Sensing Technologies Team)

New York

Machine Learning Intern

06/2024-Present

- Built a Python ML model trained on 10,000+ data samples to predict air temperature from land surface temperature.
- Developed a web application integrating GeoTiff (JavaScript) and 70+ ArcGIS maps, enhancing data visualization for spatial analysis on over 200 NASA ASOS stations.
- Presented findings at NASA GISS, CUNY CREST Symposium, and Advancing Earth and Space Science conferences.

Google

New York

BOLD Immersioner

07/2024-08/2024

- 1 of ~50 students selected out of 2750 applicants in North America to participate in a three-week summer program focused on professional skill development and exposure to the business side of the technology industry at Google.

Lifestages (Align App)

Remote

Product Management Intern

06/2024-08/2024

- Conducted market research and made B2B spreadsheets to identify 100+ Silicon Valley collaboration resources.
- Analyzed 100+ mental health initiatives and developed wireframes on Figma that improved user retention by 20%.

Stanford Freeman Spogli Institute for International Studies

In-Person (Stanford University)

Data Analytics Research Assistant

01/2024-06/2024

- Aggregated data on global health markets, creating 70+ visualizations to analyze private health ownership trends.
- Conducted geospatial analysis using GIS, resulting in 10 maps for UNESCO reports on education enrollment statistics.

Tutor 4 Yemen

New York

Founder and Founding Software Engineer

07/2020 - 12/2023

- Raised \$1,000+ for Yemen humanitarian efforts by organizing a tutoring initiative with 50+ tutors in 20+ subjects.
- Developed a website with HTML, CSS, & JavaScript, generating 10,000+ interactions through social media campaigns.
- Managed a team of 50 volunteers to teach K-12 subjects, achieving a 100% satisfaction rate among beneficiaries.

Technical Projects ([Link to More Projects](#))

Stanford CS Research: Error Detection Augmentation using Proper Noun Detection (Python)

09/2024-Present

- Used NER and OpenAI APIs to identify relevant proper nouns, enhancing speech-to-text accuracy for blind users.
- We created three systems: live transcription (threading), regular speech-to-text-to-speech, and NER feedback system.
- Built live transcription and feedback systems using Python and Flask with corrector reducing word error rate by 32%.

Well-being App (React.js & SQL) (Fully developed App in Deployment Phase)

10/2024- Present

- Created auth for login, feed component, and add friends feature using a search query to access and fetch data from a personalized Supabase database that was created to access users' authentication with SQL entries (backend).
- Users write how they are feeling and with the Gemini API, they receive AI-generated feedback and well-being tasks.

Spotify Auth App (React.js)

10/2024- Present

- Implemented Spotify authentication with Spotify API, enabling users to view top tracks and enjoy unlimited scrolling.
- Optimized API requests and data handling to reduce load times by 15%, enhancing overall user experience.

SKILLS & INTERESTS

- Technical skills: Python, C++, LaTeX, MATLAB, R, HTML, CSS, JavaScript, React, Redux, GIS, Figma, Agile frameworks