

Arinah Karim

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EDUCATION AND AWARDS

Indiana University, School of Informatics, Computing, and Engineering – Bloomington, IN May 2023
Bachelor of Science in Computer Science | **Major:** Computer Science | **Specialization:** Artificial Intelligence GPA: 3.69/4.00

Minor: Human-Centered Computing | Cognitive Science

Best Student Design Competition CREATIVITY – HRI Conference 2021

Feb. 2021

- Awarded for design and creation of robot prototype Crunchy: Personal Popcorn ‘Corn’panion

Dean’s List

- Recipient for maintaining 3.7+ GPA for 4 semesters of 6 completed semesters

TECHNICAL SKILLS

Languages: Java | Python | PostgreSQL | C++ | HTML | CSS | C | JavaScript | TypeScript | R

Operating Systems: Microsoft Windows | Linux

Miscellaneous: Full-Stack | JUnit | Kanban | BitBucket | Jira | JetBrains IDEs | Git | Visual Studio Code | RStudio | Google Colab | RobotC

EXPERIENCE

Robot-House HRI Lab & Honda Research Institute of Japan – Bloomington, IN

Jun. 2020 – Present

Undergraduate Research Assistant

- Research facial cues and physiological arousal during human-robot interaction to better influence behavior tree decisions
- Outline and craft original human-robot activities that incorporate Honda Research Institute’s Haru tabletop robot for older adults with dementia and preschoolers in a local assisted living facility
- Utilizing ROS to implement computer vision algorithm for facial recognition and body orientation estimation to better observe human-robot interactions with Haru

Relativity – Chicago, IL

May 2022 – Aug. 2022

Software Engineer Intern

- Created designs for new button and modal using JavaScript, TypeScript, and HTML and deployed to production within one week of receiving task
- Discovered complications in reading from query and resolved by creating a company-wide, accessible NuGet package for general query-making to improve product functionality
- Resolved 87.5% of desired features in epic in collaboration with other team intern as well as other teams across the company

Center of Excellence for Women and Technology – Bloomington, IN

Aug. 2021 – May 2022

Ethical AI Team Intern

- Assisted in creating foundation for brand new team through marketing and networking with other college organizations
- Constructed well-versed resource guide to assist community in becoming familiarized with artificial intelligence and its uses
- Orchestrated various educational events relating to artificial intelligence and ethics in technology to promote awareness and understanding of existing technologies and issues

PROJECTS

Kaggle’s Spaceship Titanic

Apr. 2022 – May 2022

R, RStudio

- Discovered hidden correlations in determining if a passenger was transported or not through reorganization and cleaning of given dataset
- Implemented logistic regression for binary classification with cleaned dataset and reached an accuracy rate of 75.03%
- Compared 2 RandomForest models and achieved 75.39% accuracy for model with cleaned data and 79.88% for model with raw data

Optical Mark Recognition

Feb. 2022 – Mar. 2022

Python, PyCharm, Git

- Produced a computer vision system to produce a highly accurate symbolic representation of music sheet in respective clefs
- Explored computer vision topics such as cross-correlation, convolution, Hough space, and Sobel operator
- Worked collaboratively on a 3-person team and led project to complete assignment prior to deadline

Autonomous Robotic Hand

Nov. 2021 – Dec. 2021

C, RobotC

- Devised and collaborated on the creation of an autonomous robotic hand with the ability of lifting lightly weighted objects
- Traded speed for stability for robot to successfully lift objects within a range of 18 centimeters to 33 centimeters away
- Utilized linear regression to accurately predict the desired shoulder and elbow positions to grab an object given the object’s distance

Light-Seeking Plant Robot

Nov. 2021 – Dec. 2021

C++, Arduino

- Formulated and designed autonomous robot to search and find brightest light source to assist plant in receiving more sunlight
- Constructed enclosure, body, and code for robot
- Optimized search algorithm to decrease robot search time for sunlight from quadratic to linear time

Snake AI

Apr. 2021 – May 2021

Python, PyCharm, Git

- Constructed a Snake AI agent to learn the rules of Snake through QLearning to find optimal path to food
- Used PyGame to initialize game board and Pickle to store optimal moves in a text file
- Analyzed performance of QLearning algorithm by comparing BFS search algorithm results