Mariam Dobie

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SKILLS & LANGUAGES:

- **Programming Languages:** HTML, CSS, Java, JavaScript, Python, C++
- **Tools & Software:** Google Workspace, Microsoft Office Suite, Visual Studio Code, and GitHub
- **Languages:** Fluent in English and Arabic

EDUCATION:

Hunter College of CUNY - Manhattan, NY   Expected graduation: May 2027
Bachelor of Arts in Computer Science

The Young Women's Leadership School of Astoria - Queens, NY   Sep 2019 – Jun 2023
High School Diploma

EXPERIENCE:

Cyber Security Intern – Queens, New York   Jul 2023 – Aug 2023
SVAM International Inc

- Assisted in evaluating client systems to identify vulnerabilities in their frameworks and recommended appropriate measures.
- Participated in team meetings and discussions on industry developments, contributing insights, and gaining knowledge of current cybersecurity challenges.
- Improved communication, adaptability, and problem-solving skills through collaborative projects.

Branding and Content Marketing Intern - Queens, New York   Jul 2022 – Aug 2022
The Holistic Time Coach, Inc

- Assisted with company advertising, building social media campaigns, and preparing materials and presentations.
- Created and curated content aligned with the brand's voice, writing, and revising weekly articles focused on time management and mindfulness.
- Strengthened time management, communication, and problem-solving skills through daily assignments.

Software Engineering Program - Queens, New York   Sep 2017 – Jun 2022
The Young Women's Leadership School of Astoria

- Completed programming, software development, web design, data analytics, and machine learning coursework.
- Developed foundational skills in HTML, CSS, JavaScript, and Java through project-based learning.
- Enhanced problem-solving and technical skills through practical programming challenges.

PROJECTS:

Hangman Game, C++   Jul 2024 – Aug 2024
Link: https://github.com/MariamDobie/hangman-cpp

- Using Visual Studio Code, developed a fully functional Hangman game in C++.
- Utilized file input/output, string manipulation, and random word selection to create an interactive gameplay.
- Implemented game logic, user interaction, error handling, and hints for an engaging user experience.