

Mazine S. Suliman

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EDUCATION

BROWN UNIVERSITY - Cumulative GPA: 3.8/4.0

Sc.B. Computer Science and Economics

PROVIDENCE, RI

September 2019 – May 2023

Relevant Coursework: Object-Oriented Programming, Algorithms and Data Structures, UI/UX, Designing Internet Marketplaces, Software Engineering, Data Science, Design & Analysis of Algorithms, The Entrepreneurial Process

Technical Skills: Proficient- Java, Python, Scala, Typescript, SQL, React, Git; Basic- AWS, Dynamo DB, TensorFlow and Swift.

EXPERIENCE

GAP INC

Software Engineer – GapTech Rotational Program

SAN FRANCISCO, CA

September 2023 (Offer Rescinded)

- Enables early-career technologists to work on diverse technical projects and teams, spanning software engineering, product management, and data analytics.
- Unfortunately, offer was rescinded in May 2023 due to company-wide tech layoffs and subsequent closure of the program.

BROWN UNIVERSITY

Computer Science Head Teaching Assistant: Computer Cybersecurity and Policy

PROVIDENCE, RI

August 2022 – January 2023

- Grading assignments and teaching students during weekly office hours, labs, and conceptual discussions.
- Preparing and delivering bi-weekly TA recitations with designed concepts and activities.
- Leading and designing curriculum and coursework in collaboration with professor.

SALESFORCE

Software Engineer Intern – Marketing Cloud

SAN FRANCISCO, CA

May 2022-August 2022

- Implemented anomaly detection system that analyzes customer data and raises alerts on statistical discrepancies using Java.
- Analyzed different anomaly systems on customer metadata time-series using internal tools on A.
- Conducted validation testing on detection program to achieve product performance and functionality requirements.

BROWN UNIVERSITY

Computer Science Undergraduate Teaching Assistant: Algorithms and Data Structures

PROVIDENCE, RI

August 2021 – May 2021

- Held weekly office hours and conceptual sessions to explain key data structures and algorithms concepts.
- Assisted professor to re-design projects, manage coursework, and grade programming assignments for 200+ students.
- Developed curriculum plan for socially responsible computing assignments, discussions and labs.

ENVIRONMENTAL COUNCIL OF RHODE ISLAND

Web Developer

PROVIDENCE, RI

May 2021 – August 2021

- Redeveloped dynamic and interactive overhaul of ECRI Website.
- Fixed bugs from existing websites and implemented enhancements to improve web functionality and speed.

PROJECTS

COLORING BOOK

Python, TensorFlow

Academic

May 2022

- Investigated image colorization on grayscale images using Convolutional Neural Networks.
- Utilized feed-forward 8-layer CNN architecture to predict missing RGB layers on greyscale images.
- Evaluated loss using multinomial cross-entropy and trained model for 10 epochs on CIFAR10 dataset.

PANDA

Java, JavaScript, React and HTML/CSS

Academic

December 2021

- Online team-based multiplayer card game built using Java, JavaScript and React framework.
- Created scoring algorithm that processes cards, allowing players to select and play if valid.
- Worked on CPU program that processes match statistics and formulates strategies scaling with difficulty.

PERSONAL WEBSITE

JavaScript, HTML/CSS

Academic

November 2021

- Personal website created to showcase portfolio, utilizes Bootstrap, JavaScript, HTML and CSS. Utilizes GitHub Pages to host.

PATHFINDER/SCREEN READER

Java, JavaScript, React and HTML/CSS

Academic

October 2021

- Screen-Reader that parses and reads all content on screen, contains settings to toggle speed, pitch and accent.
- Pathfinder that generates the most optimal route from one point on college hill to another using Dijkstra's algorithm and stakeholder specifications.
- Integrated with screen reader component to read out the optimal path.

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

FULL STACK AT BROWN

Project Manager

PROVIDENCE, RI

June 2021 – December 2021

- Guided project teams throughout development lifecycle by facilitating design, delegating tasks, debugging technical issues, and communicating with clients.

MANAGEMENT LEADERSHIP FOR TOMORROW (MLT)

Career Preparation Fellow – Software Engineering Track

WASHINGTON, DC

February 2021 – May 2023

- Selected as one of 480 nationwide fellows for 18-month professional development program for high achieving diverse talent.

OTHER SKILLS & INTERESTS

Languages: Bilingual proficiency in Arabic, Intermediate proficiency in Spanish.

Interests: Videogame Speedruns, Mixed Martial Arts, Perfume Sampling, Basketball/European Football Finance and Analytics