# Mouhamed Mbengue

New York, NY | mouhamed23mbengue@gmail.com | (917)-605-9453 | linkedin.com/in/mmbengue0/ | https://github.com/MouhamedMB15 | https://mmbengue.netlify.app

A motivated and versatile computer science student willing to contribute beyond the classroom, with a strong foundation in Mathematics, logic, and coding. Within myself presents an individual containing leadership, collaboration, and communication.

## EDUCATION

**University Of Rochester | Rochester, NY**         **May 2026**

Bachelor Of Science, Computer Science

**Code With Mosh**         **February 2023**

Master Certificate: JavaScript, CSS, & HTML

**Relevant Courses:** Data Structures & Algorithms, Discrete Mathematics, Web Programming, Calculus I, Calculus II, and III

## TECHNICAL SKILLS

**Languages & Technologies:** Java, JavaScript, CSS, HTML, PHP, Markup, React, React-Native, Git, Python, Juypter, Azure, and Mongo DB.

**Operating Systems:** Windows XP/Vista/7/8/10/11, macOS

## EXPERIENCE

**Karpool**         **May 2024 - July 2024**

Software Engineer Intern         Cape Town, South Africa

- Designed and implemented A user settings page with React-Native, allowing users to customize their preferences. Utilized backend services to securely store and manage user preferences.
- Created multiple backend functions using Node.js and Azure Functions to handle user creation and data management.
- Implemented backend logic to support various app features, enhancing overall functionality and performance.
- Developed multiple features for the React-Native app to improve user experience and interface. Such as implementing a Report User function to report other user's inappropriate behavior.
- Developed backend functions to allow users to upload files of their choice, ensuring secure storage and seamless retrieval. Integrated the file upload functionality with the database, providing users with seamless access to their files within the app.

**BM Prime Capital**         **JAN 2024 - APRIL 2024**

Software Engineer Intern         Remote

- Utilized PHP, JavaScript, ReactJS, TypeScript, and database management skills to develop solutions that increased operational efficiency across numerous projects.
- Executed comprehensive data fetching from the CMS user base, employing advanced data collection and management strategies to enhance the quality and accessibility of user data.
- Led the migration and integration of multiple APIs, ensuring seamless data flow and communication between systems to provide a seamless experience on the client side.
- Actively engaged in a dynamic, fast-paced team setting, adapting to rapidly changing requirements sharpening my abilities in collaborative work.

**MAMUN'S TUTORIAL**         **SEPT 2019 - DEC 2019**

Afterschool Tutor         New York, NY

- Tailored lessons in math and English for students in a timely matter, which all met the individual's needs and learning styles.
- Worked effectively with tutor's staff to develop curriculum materials for students and provided great communication with the head manager.

## PROJECTS

**Breast Cancer Tumor Prediction Model** | https://github.com/MouhamedMB15/BreastCancerML     **Python | Jupyter | JavaScript | React**

- Developed a machine learning application to predict whether a breast cancer tumor is malignant or benign based on various user input fields.
- Utilized Logistic Regression with hyperparameter tuning via Random Search CV, trained on a dataset of breast cancer cases.

**Full Stack SWE Blog App** | https://github.com/MouhamedMB15/SWEBlogApplication     **Node.js | Express.js | JavaScript | React | MongoDB**

- Created a Software Engineer blog platform using the MERN stack, to allow users to create, manage, and view blogs with features like user authentication and category filtering.
- Implemented a responsive design, backend with Node.js and Express.js, MongoDB for the database, Cloudinary for file storage, and JSON Web Token for authentication.

**2D Rocket Traveler Game** | https://github.com/MouhamedMB15/Java-Rocket-Game     **Java | App Engine**

- Developed a 2D game in Java where users can select a rocket ship, travel in any direction, and shoot asteroids.
- Implemented smooth controls, dynamic obstacles, and engaging gameplay mechanics.
- Ensured a fun and interactive experience for users through well-designed game features such as score count and high score leaderboard.

**U.S. Citizen | Available Summer 2025**