

Nuuradin Korane

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TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Java, Go, HTML/CSS, C, C++, C#, SQL, XML, Bash, JSON

Frameworks & Libraries: React.js, React Native, Node.js, Express.js, Django, Flask, Tailwind CSS, Vue.js, Next.js

Tools & Platforms: Git/GitHub, Docker, Firebase, MongoDB, PostgreSQL, Render, Azure, VSCode, Android Studio, Linux, Jira

Engineering Concepts: RESTful APIs, CI/CD, Authentication, Responsive Design, Cross-Platform Development, Application Architecture

EXPERIENCE

Software Engineer Intern

Edmonton, AB

NotJustYou (Remote)

Sep. 2024 – Dec. 2024

- Engineered a cross-platform **Medical Wallet** in **React Native** using **Material UI** and **MongoDB**, enabling secure image uploads and health document storage across linked patient–caregiver profiles.
- Designed a privacy-first mobile interface inspired by **Headspace** and **Apple Health**, improving usability for chronically ill users through calming UI and intuitive navigation.
- Automated deployment to iOS with **Expo**, **GitHub Actions**, and **self-hosted runners**, reducing manual deployment time by **35%** and accelerating release cycles.
- Contributed to the app's chronic illness support ecosystem by building patient-facing features aligned with ethical UX and privacy-first standards, adopted by **30+** early users.

Data Science Intern

Vancouver, BC

M2M Tech (Remote)

May 2023 – Aug. 2023

- Completed **5+** client-focused ML projects through structured training, applying **scikit-learn** to real-world datasets and developing skills in feature engineering, model tuning, and evaluation.
- Increased segmentation accuracy by **15%** using **k-means clustering** on **10K+ IoT device records**, enabling clients to identify distinct user behavior patterns for targeted engagement.
- Delivered model insights through interactive **Bokeh** dashboards and stakeholder presentations, improving client understanding of data trends and model outputs.

Computer Science Mentor

Edmonton, AB

Future Creators

Jan. 2022 – Mar. 2022

- Taught foundational **machine learning** through **C#** based game development, mentoring **15+** students in building interactive games that adapted to player behavior.
- Delivered workshops on **AI logic**, **game loops**, and **data-driven behaviors**, enabling students to implement ML features like pattern recognition and basic reinforcement learning.
- Introduced **Git** and modular programming practices, helping students structure clean, collaborative codebases and launch playable projects.

PROJECTS

Flux | JavaScript, React, Node.js, Supabase, GPT-4o, Whisper, Render

Jan. 2025 – Feb. 2025

- Built a full-stack AI interview simulator that transcribed and analyzed live speech using **OpenAI Whisper** and **GPT-4o**, delivering real-time feedback on tone, clarity, and relevance.
- Engineered back-end services with **Node.js** and **Supabase** to handle audio processing, session state, and user analytics with sub-second latency.
- Placed **4th out of 80+ teams** at HackED 2025 for innovation and accessibility, praised for seamless voice–AI interaction and inclusive UI design.

SocialDistribution | Python, Django, JavaScript, HTML, CSS, RESTful APIs, PostgreSQL

Jan. 2024 – Apr. 2024

- Developed a decentralized social platform with **Django** and **JavaScript**, implementing **20+** custom **RESTful APIs** for cross-server content sharing.
- Improved backend response time by **30%** through **PostgreSQL** indexing, async pagination, and advanced query optimization, enhancing performance for distributed content delivery.
- Led backend architecture and server coordination, ensuring consistent behavior across distributed nodes and syncing feature integration across multiple teams.

EDUCATION

University of Alberta

Edmonton, AB

Bachelor of Science with Specialization in Computer Science

Sep. 2020 – Jun. 2025