

# Nuuradin Korane

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## TECHNICAL SKILLS

**Languages:** JavaScript, TypeScript, Python, Java, Go, HTML/CSS, C#, SQL, 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*