linkedin.com/in/nafisa-hussain

NAFISA HUSSAIN

(408) 702-5623
nafisahussain2015@gmail.com
Santa Cruz, CA

EMPLOYMENT

Software Engineer, Intern   **CloudBrigade**   **Jan 2022 - Present**

- Worked on integration of 3rd party apps (Zoom, Google Workspace, Harvest, Slack) for data collection into employee productivity web app using **Python scripts**
- Parsed through **JSON objects** for easy manipulation of data being pipelined for productivity visualizations.
- Automated **Oauth 2.0** flow for 3rd party app integrations using **AWS Lambda functions** and **EventBridge rules** to store user information in **DynamoDB**.
- Automated hourly data collection/updates for 3rd party apps using **AWS Lambda functions** and **EventBridge rules** to store collected data in **S3 buckets** for retrieval/reconciliation
- Documented Eng design and identified user/customer impacts

Research Assistant   **UC Santa Cruz Genomics Institute**   **Spring 2021 – Spring 2022**

- Developed WetAI informational website with **Node JS** and **REACT**
- Worked on App Containerization using **Docker** for automating Microfluidics tools powered by **Raspberry Pi's** in a Genomics Research environment
- Used **AWS IoT** for managing multiple Raspberry Pi's in genomics lab automation of Raspberry Pi tasks
- Developed **Python scripts** to synchronize and control movement of Microfluidics valves with Raspberry Pi's for feeding organoids
- Created **Jupyter Notebooks** to automate lab experiments leading to a cleaner and user friendly UI/UX for lab researchers to use and understand

Research Assistant   **ASSIST Lab @ UCSC**   **Fall 2020 – Spring 2022**

- Developed **C# scripts** for **Gaze Tracking** technology for Oculus Quest VR Headset
- Conducted Literature Reviews in regards to VR technologies being used as games to assist those with special needs
- Worked on **3D Multiplayer VR game** for nonprofit SmileTrain to help young adults with Cleft Lip Palate (CLP) develop social skills and self confidence
- Set up Multiplayer Implementation of the game in **UNITY** using **Photon Networking** technologies to allow a patient and their psychologist play the game together
- Manipulated C# scripts to control the accessibility of levels, modules, and certain tasks within the game depending on if the player is the psychologist or the patient.

EDUCATION

Santa Cruz, CA   **University of California Santa Cruz**

- M.S. in Computer Science & Engineering - Concentration in Artificial Intelligence, Sep 2022-Jun 2024. *** In Progress**
- B.S. in Computer Science Engineering, Sep 2018-Jun 2022. In-major GPA: 3.54

PROJECTS

- **Sheltr** (2021). Web application for consolidating pet adoption process for shelters and future pet owners. Mimicked the "tile swiping" interface coined by Tinder. Python, JavaScript, HTML, CSS, Node JS, Firebase
- **Moodly** (2019). iOS app that gives personalized suggestions for meditation based on the user's current mood to improve their overall state of being. Hash Mapped user inputted mood and time commitment to meditation YouTube video of respective length. SwiftUI, XCode

- **Dean's List (2020 – 2022)**
- **Most Useful Hack CruzHacks (2021)** : Awarded Most Useful Hack at CruzHacks 2021 for RemindBot Discord Bot out of 30 projects.

Skills and Technologies

- Python (3 years); C (3 years); Java (4 years); C# (2 years); Javascript (3 years); HTML (3 years); SQL - (2 years)
- Node JS (3 years); AWS (1 year); Firebase (1 year); scikit-learn (1 year); Tensorflow (1 year);