

# Wardah Jabeen

(951) 987-1629 | [jabeen@usc.edu](mailto:jabeen@usc.edu) | [linkedin.com/in/wardah-jabeen](https://www.linkedin.com/in/wardah-jabeen) | [wardahjabeen.github.io/](https://wardahjabeen.github.io/)

## EDUCATION

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### University of Southern California

*Master of Science in Computer Science*

**Expected May 2024**

*Bachelor of Science in Computer Engineering & Computer Science (CECS), GPA: 3.44/4.0*

**May 2023**

**CS Coursework:** Algorithms, Data Structures and Object-Oriented Design, Software Development, Discrete Math, Video Game Programming, Professional C++, Operating Systems, Internetworking, iOS Development, Database Systems

**EE Coursework:** Distributed Systems for the Internet of Things, Embedded Systems, Digital Circuits, Computer Systems Organization, Parallel and Distributed Computation, System-on-Chip

## TECHNICAL SKILLS

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**Languages:** C/C++, Python, Swift, Java, Verilog, HTML, CSS, Tailwind, JavaScript, TypeScript, MySQL, Gherkin

**Toolkits:** React, Redux, Angular, MaterialUI, Firebase, XCTest, GTest, SDL, Vedo, Jetpack, Simpletransformers, Sphinx

**Additional:** RESTful API, GDB, Git, Linux, Docker, Tomcat, XCode, VSCode, Android Studio, Modelsim, FPGAs

## EXPERIENCE

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### Teaching Assistant

**Jan 2023-Present**

*USC Viterbi*

- Undergraduate teaching assistant for Operating Systems and Internetworking, assisting students with programming assignments and conceptual questions during office hours and on Piazza

### Software Engineer Intern

**Jul 2022-Aug 2022**

*Railinc Corporation*

- Developed full-stack software for clients to access the company database based on their subscription types
- Utilized Material UI for dynamic items and data binding within shared modules in Angular integrated with API
- Created manual quality assurance test cases using Gherkin for validation of module functionalities

### Research Intern

**Jun 2022-Aug 2022**

*USC Center for Neuronal Longevity*

- Developed a validation script for a project focused on neuron images to study brain disease patterns
- Improved accuracy of clickable 3D points on nodes using Vedo library to track abnormal nodes in brain images

### Machine Learning Research Student Assistant

**Jan 2021-Aug 2021**

*USC Center for Undergraduate Research in Viterbi Engineering*

- Trained a model over real text streams to test its self-learning capabilities as human languages evolves over time
- Analyzed correlation & evaluated the loss between old and new newspapers to access the classifiers performance
- Winner for USC's Research CURVE Symposium**

## PROJECTS

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### BuddyMe (Swift)

- Implemented end-to-end functional social media application to connect users with each other
- Used Swift Storyboard and SwiftUI, integrated with Firebase, Cloud and Firestore for real-time data persistence
- Worked with APIs as well as extensive Apple frameworks such as Notification, Location, and PhotoPicker

### RiderRader (Web Application)

- Led a team of 6 people to produce a website to help users share rides with same departure and destination
- Implemented Java Servlets to manage data of each user profile and ride details in MySQL, sorted in parallel

## INVOLVEMENT

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### TeraThought (Student Startup Club)

**Feb 2022-Dec 2022**

- Collaborated with an agile team to create an environmentally friendly app for sharing items within communities
- Built reusable components for a fixed navbar on all pages and items for the profile page using Jetpack in Kotlin

### HackSC (Hackathon)

**Feb 2022**

- Collaborated with a team of 4 to build a web game teaching about various kinds of waste with a recycling API
- Designed UI in HTML/CSS, implemented game logic using JavaScript, and set up Firebase for a leaderboard