Wardah Jabeen

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EDUCATION

University of Southern California
Master of Science in Computer Science **Expected Jul 2024**
Bachelor of Science in Computer Engineering & Computer Science (CECS) **May 2023**
Coursework: Algorithms, Data Structures and Object-Oriented Design, Software Development, Discrete Math, Video Game Programming, Professional C++, Operating Systems, Internetworking, iOS Development, Database Systems, Machine Learning, Information Retrieval & Web Search Engines, Internet of Things, Embedded Systems, Digital Circuits, Computer Systems Organization, Parallel and Distributed Computation, System-on-Chip

TECHNICAL SKILLS

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

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 easily access the company database based on their subscription types
- Utilized Material UI for dynamic data binding in Angular integrated with API, enhancing UI consistency
- Created manual quality assurance test cases using Gherkin, reducing module validation errors by approx. 10%

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 3D points tracking abnormal nodes in brain images by 70% via Vedo, aiding key research

Machine Learning Research Student Assistant **Jan 2021-Aug 2021**
USC Center for Undergraduate Research in Viterbi Engineering
- Trained an ML model on real text streams, improving human language adaptation accuracy by approx. 1.5%
- Analyzed correlation and evaluated loss between old/new newspapers, boosting classifier accuracy by 3.5%
- Winner for USC's Research CURVE Symposium

PROJECTS

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

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