

Al-Taimee B. Hassan

gf6417@wayne.edu | 313-327-9329 | [WWW.LINKEDIN.COM/IN/AITAIMEE](http://www.linkedin.com/in/aitaimee) | [HTTPS://GITHUB.COM/ALTAIMEH](https://github.com/ALTAIMEH)

Education

Wayne State University, College of Engineering – Detroit, MI

2021-present

- Degree: Bachelor of Science in Computer Science, GPA: 4.0 / 4.0, Class of 2023

Technical Experience

Mind, Machine and Mathematics Learning for Psychology Research

September 2019-May 2020

Professor Jun Zhang

- Researched whether the construction and modification of mental models could be the mechanism by which such an understanding of others' minds is translated into strategic actions.
- Programmed in C++ to help improve the project website that will collect user data for analysis.
- Selected to present findings and conclusions through a self-made scientific research poster to university faculty at the annual MRADS Spring Research Symposium for undergraduate research as well as to NCUR.

Team Leader for Cyber Patriots

September 2017-June 2019

- Worked with a team to efficiently secure a basic, mock computer network against any potential cyber-attacks.
- Developed improved cybersecurity practices.
- Introduced underclassmen to the nature of cybersecurity by providing tips and tricks on how to better secure networks and to do well in the competitions.

Leadership Experience

Teaching Assistant

July 2016-August 2016, July

Wayne State University

2017-August 2017

- Developed strong interpersonal skills by adapting methods of communication.
- Obtained teaching experience by effectively simplifying lesson plans and materials taught by math professors at a summer camp to transitioning high school students.
- Provided guidance on how to effectively transition to high school and excel academically.

Project Experience

Piazza Posts Identifier

- Wrote a program in C++ that uses natural language processing and machine learning techniques to automatically identify the subject of posts from students on Piazza, a forum where students and instructors can interact.

Euchre Simulator

- Successfully coded a simulator for Euchre in C++ that can be played by a human, a computer player that follows a strategy, or a mixture of the two. Devised different strategies the computer player can follow to make the game more competitive, difficult, and interesting.

Computer Vision

- Programmed a seam carving algorithm, a technique used for content-aware resizing of images (sometimes known as "retargeting") in a way that changes the aspect ratio but does not distort the image using pointers, arrays, structs, strings, and basic I/O operations, as well as C-style "object based" programming.

Web

- Developed a small web server for an online office hours queue, accessible through local browser. The code structure is templated and object-oriented, with a class representing a doubly linked list, as well as the list being used as a queue.

Software Experience

- C++, HTML, CSS, JavaScript, Java, Python, R, Linux, Git, SQL

Relevant Coursework

- Major Specific: Computer Science I | Java Programming | Data Structures & Algorithms | Computer Architecture and Organization | Introduction to Web Technology | Software Engineering