Babiker Babiker

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EDUCATION

California State University, Fullerton ***Expected Graduation: May 2026***

Bachelor of Science in Computer Science

- Courses: Compilers & Languages, File Structures & Databases, Software Engineering, Discrete Mathematics, Comp Org & Assembly, Algorithm Engineering, Cybersecurity Fundamentals

El Camino College ***June 2024***

Computer Science Certificate of Achievement

- Courses: Data Structures, Object Oriented Design, Functional Programming, Computing in Java, Advanced C++ Development

SKILLS

Programming C, C++, Java, Python, JavaScript, SQL, Node.js, React.js, Next.js, React Native, Bootstrap
Software Firebase, MySQL Workbench, Analytics, Git, Jira, Google Cloud Platform, Vercel

EXPERIENCE

Software Engineering Intern ***Sept. 2024 – Nov. 2024***

Bright Start Education-Tech *Los Angeles, CA*

- Developed and maintained mobile application for iOS and Android using React Native
- Assisted in designing and integrating MySQL databases to support seamless app functionality
- Collaborated with the design team to create intuitive and visually appealing UI/UX for mobile apps
- Used Jira to manage tasks, track progress, and coordinate with the development team
- Wrote, tested, and debugged code under the guidance of senior developers to ensure high-quality deliverables
- Researched emerging mobile app trends and technologies to enhance app performance and user engagement

Software Engineering Fellow ***July 2024 – Sept. 2024***

Headstarter AI *New York City, NY*

- Completed a 7-week fellowship, contributing to 4 AI-focused projects while refining a technical portfolio
- Collaborated on 3 team-based AI projects, focusing on analytics, model optimization, and deployment
- Designed and implemented scalable solutions to enhance real-world applicability of AI tools
- Conducted performance testing and debugging to ensure the reliability and efficiency of AI models
- Improved technical interview skills through Python mock interviews with feedback from an AI interviewer
- Mentored by engineers from Amazon, Bloomberg, and Capital One, gaining insights into industry best practices
- Attracted 300+ users across multiple websites developed, demonstrating effective design and engagement strategies

PROJECTS

QuickChat | Published Web-App - quickchat.bbabiker.com ***Sept. 2024 – Dec. 2024***

- Developed a full-stack web application using Next.js for server-side rendering and React for the frontend
- Implemented Firebase Authentication to manage user sign-ups and logins with real-time authentication
- Utilized Firestore for real-time data storage and chat message synchronization across users
- Designed the user interface with Material UI, ensuring a responsive and intuitive experience
- Created dynamic chat rooms with real-time messaging and user-controlled privacy settings
- Integrated user profiles with the ability to customize usernames and avatars, linked to Firestore data

CardCrush AI | Published Web-App - cardcrushai.bbabiker.com ***Aug. 2024***

- AI-powered flashcard generator using Next.js for easy creation and management of study materials
- Integrated Stripe for secure, scalable subscription-based billing, providing users with a streamlined experience
- Implemented user authentication and data synchronization across devices using Clerk, ensuring seamless access
- Designed an intuitive UI with Material-UI and incorporated Gemini API for real-time data processing
- Incorporated multi-language support, enabling users to create and study flashcards in various languages

IceMan | Team Project & Open-Source - github.com/babikerb/iceman ***Feb 2024 – June 2024***

- Developed a 2D game in C++ with engaging mechanics, completing over 90% of required features by applying OOP Principles
- Increased collaboration effectiveness by integrating code contributions with a partner using Git and GitHub version control
- Organized code into modular components, enhancing maintainability and reducing debugging time
- Designed a responsive player control system, ensuring smooth and intuitive interactions across all game levels
- Implemented scalable game levels with adjustable difficulty, enhancing gameplay variety and engagement