

# Babiker Babiker

Greater Los Angeles Area | [bbabiker09@gmail.com](mailto:bbabiker09@gmail.com) | [linkedin.com/in/bbabiker](https://www.linkedin.com/in/bbabiker) | [github.com/babikerb](https://github.com/babikerb) | [bbabiker.com/](https://bbabiker.com/)

## EDUCATION

<b>California State University Fullerton</b> <i>Bachelor of Science in Computer Science</i> <ul style="list-style-type: none"><li>Courses: Algorithms, Compilers, Databases, Software Engineering, Discrete Math, Assembly x86-64, Cybersecurity</li></ul>	Expected Graduation: May 2026
<b>El Camino College</b> <i>Computer Science Certificate of Achievement</i> <ul style="list-style-type: none"><li>Courses: Data Structures, Object-Oriented Design, Functional Programming, Advanced C++ &amp; Java</li></ul>	June 2024

## TECHNICAL SKILLS

**Programming:** C++, Java, Python, JavaScript, SQL, Node.js, React.js, Next.js, TypeScript, React Native, x86-64  
**AI/ML:** Transformers, Hugging Face, RAG, Whisper.cpp, Prompt Engineering, Mistral-7B, OpenAI, Gemini  
**Software:** Firebase, Supabase, MySQL Workbench, Analytics, Git, Jira, Google Cloud Platform, Vercel

## EXPERIENCE

<b>Software Engineering Intern</b> <i>Bright Start Education-Tech</i> <ul style="list-style-type: none"><li>Developed and maintained mobile applications for iOS and Android using React Native</li><li>Assisted in designing and integrating MySQL databases to support seamless app functionality</li><li>Collaborated with the design team to enhance UI/UX, increasing user retention by 25%</li><li>Utilized Jira for task tracking &amp; tracking progress, reducing backlog completion time by 20%</li><li>Wrote, tested, and debugged code under the guidance of senior developers to ensure high-quality deliverables</li><li>Researched emerging mobile app trends and technologies to enhance app performance and user engagement</li></ul>	Sept. 2024 – Nov. 2024 <i>Los Angeles, CA</i>
<b>Software Engineering Fellow</b> <i>Headstarter AI</i> <ul style="list-style-type: none"><li>Completed a 7-week fellowship, contributing to 4 AI-focused projects while refining a technical portfolio</li><li>Collaborated on 3 team-based AI projects, focusing on analytics, model optimization, and deployment</li><li>Attracted 300+ users across multiple websites developed, demonstrating effective design and engagement strategies</li><li>Conducted performance testing and debugging, reducing response latency by 50%</li><li>Conducted performance testing and debugging to ensure the reliability and efficiency of AI models</li><li>Improved technical interview skills through Python mock interviews with feedback from an AI interviewer</li><li>Mentored by engineers from Amazon, Bloomberg, and Capital One, gaining insights into industry best practices</li></ul>	July 2024 – Sept. 2024 <i>New York City, NY</i>

## PROJECTS

<b>Verba</b> — Next.js, Supabase, Whisper.cpp, Llama 3, Web Speech API <ul style="list-style-type: none"><li>Developed a browser-based transcribing aid using Next.js with Whisper.cpp for tts and Llama 3 for transcribing</li><li>Implemented real-time audio processing with Web Speech API and MediaRecorder, achieving 90% accuracy</li><li>Designed a fault-tolerant system with error fallbacks, permission handling, and retry logic for API failures</li><li>Reduced model latency by 88% through optimization of inference pipeline and caching strategies</li></ul>	Web-App
<b>QuickChat</b> — Next.js, React.js, Firebase, Firestore, Material-UI <ul style="list-style-type: none"><li>Built a real-time chat application using Next.js and React, handling 50+ concurrent users</li><li>Implemented Firebase Authentication to manage user sign-ups and logins</li><li>Utilized Firestore for real-time data storage and message synchronization</li><li>Designed the user interface with Material UI, ensuring a responsive experience</li></ul>	Web-App
<b>CardCrush AI</b> — Next.js, Stripe, Clerk, Gemini, Firebase, Firestore, Material-UI <ul style="list-style-type: none"><li>Developed an AI-powered flashcard generator using Next.js, increasing user study efficiency</li><li>Integrated Stripe for secure, scalable subscription-based billing</li><li>Implemented user authentication and data synchronization using Clerk</li></ul>	Web-App
<b>IceMan</b> — C++, OpenGL <ul style="list-style-type: none"><li>Developed a 2D game in C++, completing over 90% of required features using OOP principles</li><li>Refactored code into modular components, reducing debugging time by 35%</li><li>Designed a responsive player control system, ensuring smooth interactions across all game levels</li></ul>	Game