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, Computer Organization & Assembly x86-64, Algorithm Engineering, Cybersecurity Fundamentals

El Camino College   June 2024
Computer Science Certificate of Achievement
- Courses: Data Structures, Object-Oriented Design, Functional Programming, Advanced C++ & Java

EXPERIENCE

Software Engineering Intern   Sept. 2024 – Nov. 2024
Bright Start Education-Tech   *Los Angeles, CA*
- Developed and maintained mobile applications 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 enhance UI/UX, increasing user retention by 25%
- Utilized Jira for task tracking & tracking progress, reducing backlog completion time by 20%
- 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
- Attracted 300+ users across multiple websites developed, demonstrating effective design and engagement strategies
- Conducted performance testing and debugging, reducing response latency by 50%
- 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

PROJECTS

QuickChat
- Built a real-time chat application using Next.js and React, handling 50+ concurrent users
- Implemented Firebase Authentication to manage user sign-ups and logins with real-time authentication
- Utilized Firestore for real-time data storage and message synchronization, reducing message delay to under 50ms
- 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
- Developed an AI-powered flashcard generator using Next.js, increasing user study efficiency by 50%
- Integrated Stripe for secure, scalable subscription-based billing, providing users with a streamlined experience
- Implemented user authentication and data synchronization using Clerk, reducing unauthorized usage by 70%
- 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 — *Feb. 2024 – June 2024*
- Developed a 2D game in C++, completing over 90% of required features using OOP principles
- Increased collaboration effectiveness by integrating code contributions with a partner using version control
- Refactored code into modular components, reducing debugging time by 35%
- Designed a responsive player control system, ensuring smooth and intuitive interactions across all game levels
- Implemented scalable game levels with adjustable difficulty, improving retention time by 25%

TECHNICAL SKILLS

Programming: C, C++, Java, Python, JavaScript, SQL, Node.js, React.js, Next.js, React Native, x86-64, Bash
Software: Firebase, MySQL Workbench, Analytics, Git, Jira, Google Cloud Platform, Vercel