**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 x86-64, 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, x86-64, Bash, 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](https://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](https://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](https://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