**EDUCATION**

*University of Rochester Rochester, NY*

**Bachelor of Science in Computer Science | Minor in Digital Media Studies Anticipated May 2023**

* *GPA: 3.51;* Relevant courses*: Intro to A.I., AR/VR Interaction Design, Machine Vision, Intro to HCI,* *Computational Statistics*, *Data Structures & Algorithms,* *Linear Algebra, Calculus, Mobile App Development (iOS)*

**Awards:** *KAUST Gifted Student’s Program (KGSP) Scholarship*

**EXPERIENCE**

**Teaching Assistant, University of Rochester Aug 2021 – Present**

* Video Game Development class (Spring 2023), supporting students as they develop games in Unreal Engine.
* Recreational Graphics class (Fall 2022), supported students as they 3D modeled in Blender.
* iOS Mobile App Development class (Fall 2021), helped students as they developed iOSapps in Swift.

**Media Tech Intern, NBCUniversal,** *Los Angeles, CA* **June 2022 – Aug 2022**

* Assisted in enhancement requests, quality assurance testing, user acceptance testing, and rollout of features.
* Developed a program to generate unique Microsoft Forms, to help verify information from business owners.

**Tech and Product Intern, Millie Group,** *New York, NY* **May 2021 – Aug 2021**

* Finalized the features of Millie’s internal website through user research and designed the UI/UX via Figma.
* Developed a full-stack React App using PERN Stack (PostgreSQL, Express, React, NodeJS), and managed the files and database through PostgreSQL & AWS.

**IBM Accelerate Software Apprenticeship, IBM,** *Virtual*  **May 2021 – July 2021**

* Enhanced the technical and foundational skills needed to succeed in the software development industry.

**PROJECTS**

**Boppity-Bop Lofi November 2022 - Jan 2023**

*Audio visualizer website, with a relaxing window view (buildings, trees, clouds) that animates to Lo-fi music.*

* Developed using React Three Fiber to embed and animated the 3D models designed in Blender on a webpage.

**Phobigone Aug 2022 - Dec 2022**

*VR game application to help users overcome their phobias (fear of the dark, heights, small spaces).*

* Designed a scene in *Unity* depicting a realistic cityscape with 3D building, animated objects, and collectable items.
* Evaluated the quality, effectiveness, and efficiency of the app through usability testing.

**BalanceBuddy Jan 2022 - May 2022**

*Website to balance between students’ schoolwork & internship search process through daily tasks & progress dashboard.*

* Conducted user research, designed prototypes in Figma, & performed usability testing for the working prototype.
* Developed the back-end of the webpage and Chrome extension using React, and set up a MongoDB database.

**Light Up** **Dec 2020 - Jan 2021**

*An iOS app for brainstorming ideas; it displays random words and has the option to write ideas in "sticky notes"****.***

* Developed using Swift, managed the database with CoreData, and retrieved random words via an API call.
* Published to the App Store and localized in Arabic and English.

**EXTRACURRICULAR ACTIVITIES**

**Student Volunteer, SIGGRAPH Asia 2022,** *Daegu, South Korea* **Dec 2022**

* Supported the conference’s events like the Computer Animation Festival & Emerging Technologies exhibition.

**Marketing & Design Team Lead, DandyHacks 2022 Mar 2022 - Present**

* Contribute to bi-weekly team leads’ meetings to plan for the University of Rochester’s annual hackathon event.
* Lead a team of 4 to design and market publicized content, and utilize Airtable to keep track of tasks and goal.
* Increased participation by 60% (150 total) and project submissions by %277 (25 total) from the previous year.

**SKILLS**

* Python, Java, C, Swift, JavaScript, React, SQL, R, Unreal Engine, Unity, Figma, Blender, Adobe Illustrator/Premiere Pro
* Adaptability, creativity, problem-solving, leadership
* Native, Arabic; Fluent, English