**EDUCATION**

*University of Rochester Rochester, NY*

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

* *GPA: 3.54;* Relevant courses*: Intro to A.I., AI/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**

**Recreational Graphics Teaching Assistant, University of Rochester Aug 2022 – Dec 2022**

* Supporting students to learn 3D modeling in Blender, for 2 hours weekly, and grading 15 students’ assignments.

**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.

**iOS Mobile App Development Teaching Assistant, University of Rochester Aug 2021 – Dec 2021**

* Supported students to develop iOSapps in Swift, and graded the assignments of 12 students*.*

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

* Conducted user research to finalize the features of Millie’s internal website, 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**

**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**

* Will support 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. (E.g., logo, social media posts, website, merchandise).
* Aid the IT team in translating the website’s Figma design and developing it using Vanilla JS, HTML, and CSS.

**High School Students Mentor, Nuqsh Sep 2020 – Present**

* Advise international high-school students through their U.S. colleges’ application, via 1 hour bi-weekly meeting.

**SKILLS**

* Python, Java, C, Swift, JavaScript, HTML, CSS, React, Node JS, Express JS, SQL, PostgreSQL, R, Unreal Engine, Unity
* Figma, Blender, Adobe Illustrator, Adobe Premiere Pro, Airtable
* Adaptability, creativity, problem-solving, leadership
* Native, Arabic; Fluent, English