Fatema Husain

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EDUCATION

University of Waterloo | Bachelor's in Honours Mathematics, 2022-2027 | *President's Scholarship of Distinction*
Relevant Coursework | Object Oriented Programming (C++), Linear Algebra 2

TECHNICAL SKILLS

Languages & Frameworks: C++, Objective-C, Python, Javascript, HTML, SCSS, React.js, MongoDB, Express.js, Node.js
Skills & Software: Unreal Engine, Linux OS/Unix Shell Scripting, Bash, Git, Visual Studio Code, Figma, Adobe Photoshop, Raylib

EXPERIENCE

Product Analyst Intern | *KoStudio, Toronto*
- Conducted research and competitive market analysis to identify market trends and opportunities for product improvement and reported insights to founder
- Understood product requirements to collaborate in product design prototyping using Figma and Photoshop
- Built a consistent and organized CRM database to recruit and manage 100+ brand ambassadors
- Wrote SEO optimized product copy, drawing in organic site traffic from search engines leading to increased sales

Mathematics Tutor | *L2L Certified*
- Assisted students in understanding mathematical concepts and taught effective problem solving strategies.
- Utilized real-world examples to simplify abstract concepts with practical applications.
- Actively collected student feedback and improved tutoring practices by enhancing personalized lesson plans for each student, increasing overall averages by 10 - 20%.

PROJECTS

Chess Game | *C++, XQuartz* | *December 2023*
- Developed a console-based and graphical interface chess game from scratch by employing software development and OOP design choices to enhance scalability and modularity
- Integrated three difficulty levels of computer player intelligence, each employing unique algorithms
- Conducted rigorous unit and integrative testing to resolve complex bugs ensuring a smooth game experience
- Utilized git to manage codebase changes, allowing for collaboration and maintaining project integrity

2D Ping Pong | *C, Raylib* | *Jan 2024*
- Implemented simple AI computer player ensuring proper collision detection
- Utilized the Raylib game development library for efficient graphics rendering and input handling

Sudoku | *Javascript, HTML/SCSS* | *Dec 2023*
- Designed and developed a simple interactive web-based Sudoku game using HTML, CSS, and JavaScript to explore web development
- Implemented game logic using JavaScript, allowing users to receive feedback and change levels of difficulty

Jarvis Desktop Assistant | *Python, Pyttsx, SpeechRecognition* | *Aug 2022*
- Built a functional desktop assistant capable of performing various tasks including opening websites, providing real-time information and responding to user queries
- Successfully implemented speech recognition and text-to-speech functionality using various Python libraries, allowing users to interact using natural language commands

Portfolio Website | *JavaScript, HTML/SCSS* | *Jan 2024*
- Applied UX/UI design principles to create visually appealing ensuring a positive user experience