RABAB FATIMA

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EDUCATION

University of Houston   12/2018
B.Sc Computer Science (major),
Mathematics (minor)

TECHNICAL SKILLS

Programming Languages: C++, C, C#,
Java, Python
Web Technologies: JavaScript, ReactJS,
NodeJS, Ruby, HTML, CSS
Databases: SQL, NoSQL, Firebase
iOS: Swift, SwiftUI, CoreImage, UIKit,
XCTest, XCode
Android: Java, Android Studio
IDEs & Tools: Github/Git,
Visual Studio Code, IntelliJ IDEA,
mySQL Workbench, Sublime Text,
Adobe Illustrator/Photoshop

LEADERSHIP & COMMUNITY

**CodeRED Discovery 2018
Hackathon**   2018
Director of Finances

**ACM - CougarCS at University of
Houston**   2018
 - Treasurer

**ACM - CougarCS at University of
Houston**   2017 -
 - Secretary   2018

Women Techmakers @Google   2017 -
 - Member   Current

HONORS

- GHC 2019 Women of Color in Tech
  Scholarship
- University of Houston GHC 2018
  Scholarship
- Deans List 2016

TECHNICAL EXPERIENCE

The Learning Experience   2019 - 2020
Lead Computer Science Instructor
- Taught students programming in JavaScript, to encourage early education in Computer Science.
- Guided students on programming topics like loops, sequences, events, and coding fundamentals like debugging.
- Planned students progress through 3-month long curriculum that resulted in them going from zero programming experience to having a solid understanding of their first language.

Image Editor: iPad App   2020
iOS Engineer
- Implemented filters for Hue, Saturation and Brightness, using SwiftUI framework to edit and color correct given image.
- Ensured smooth touch and feel for filter sliders, and applied filter in real time as user translates slider position.
- Extended UIKit to set a custom background color of the screen by reading the image's average color.

University of Houston - Division of Research 2018
Software Developer - Database Intern
- Designed and developed database for Strategic Communications Team to market the University Research Publication.
- Designed database schema using mySQL workbench for relational database to store a large dataset.
- Suggested and wrote complex queries in mySQL to customize data retrieval to help form future research partnerships with research leaders within US. Developed using mySQL.

Lexicali: Web App   2020
Full Stack Developer
- Developed a Sinatra website that wraps a lexicon of words and a few methods to interact with that lexicon.
- Lexicon methods include: Generate all possible anagrams of a word, Find all words with a given prefix, Generate word ladder between two words.
- Tech Stack: Ruby, JavaScript, HTML, CSS.

grüv. - Habit Tracker iOS App   2018
Software Engineer Generalist and QA Engineer
- Collaborated with 4 engineers to Develop a Habit Tracker app in Swift on Xcode to track user's habits based on regular input.
- Used UITableView from UIKit and CardViewList in Swift to populate Habit categories and Habits onto Views.
- Wrote UI and Functional Tests for essential UI elements using XCTest framework from Apple to ensure low error rate.

Oscillating Sine Wave: Web App   2020
Web Developer
- Created a GIF animation using JavaScript, HTML, CSS.
- Developed a web page displaying a continuously oscillating Sine Wave.
- Features: View x-axis and y-axis on Sine Wave; Move wave in right or left direction.

Video Audio Synthesizer: Web App   2019
Web Developer
- Created a Video Audio Synthesizer web app using JavaScript, HTML, CSS, to develop an Art+Tech application.
- Displayed with a black screen background, hit any alphabet key for animation to appear and play unique sound.
- Used open-source JavaScript libraries paper.js for animations/graphics, and howler.js for playing sounds.

DietAR - Augmented Reality Diet Assistant: Unity Mobile App 2018
UX Researcher/Designer
- Collaborated with three engineers to develop an MVP within a fast-paced 4-month sprint.
- Conducted user interviews with 20+ working professionals to identify customer prole and target specic problem space.
- Designed app mockups using Adobe Photoshop and Illustrator for MVP.

Google Applied CS Workshop – CougarCS   2018
Android Developer & Instructor
- Facilitated and led a 3 day Google Applied CS Workshop on Android Development.
- As lead instructor and developer, guided 30 students on their first experience developing an Android application.
- The workshop centered on making an Android game called Word Stack, developed on Android Studio using Java.