

RABAB FATIMA

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EDUCATION

University of Houston 12/2018

B.Sc Computer Science (major), Mathematics (minor).
Honors: GHC 2019 Women of Color in Tech Scholar; University of Houston GHC 2018 Scholarship; Deans List 2016.
Relevant Coursework: Game Art and Animation, Entrepreneurship for CS, Ubiquitous Computing, Web Security, Data Mining, Software Design, Introduction to Computer Networks.

TECHNICAL SKILLS

Programming Languages &

Platforms: C++, Java, Python, HTML, CSS, SQL, iOS/Swift, JavaScript, Bootstrap, jQuery, NodeJS, ExpressJS, MongoDB, jUnit, Git.

IDEs/Software: XCode, Intelij IDEA, MySQL Workbench, Visual Studio Code, Sublime Text, Adobe Illustrator/Photoshop.

Software Engineering Paradigms:

Object Oriented Design, Test Driven Development, Agile Methodology., Functional Programming

LEADERSHIP & COMMUNITY

CodeRED Discovery 2018 05/2018 to 11/2018

- Director of Finances
• Executive decision maker, director and organizer for CodeRED - 2018 Hackathon.
• Handled all finances and budgeting for the hackathon.

ACM - CougarCS at University of Houston 05/2018 to 12/2018

- Treasurer
• Executive officer responsible for handling all finances for the organization.

ACM - CougarCS at University of Houston 05/2017 to 05/2018

- Secretary
• Responsible for organizing, documenting and managing meetings with the department, relevant third parties, and any other non-members.

Rewriting the Code - Member 11/2017 to Current

EXPERIENCE

Lead Computer Science Instructor

04/2019 to 02/2020

The Learning Experience

Work as an after school instructor for elementary school students, teaching and conducting activities in topics of Math and Computer Science.

Software Developer - Database Intern

07/2018 to 12/2018

University of Houston - Division of Research

- 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 large dataset containing 1000+ rows.
- 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.

Math Tutor

11/2015 to 04/2016

Blinn College

- Worked as a tutor for various math classes including Calculus I, II & III, Algebra, Trigonometry.
- Received CRLA's International Tutor Training Program Lifetime Certification for Advanced Certified Tutor, Level I.

PROJECTS

Oscillating Sine Wave: Web App

01/2020

Role: Web Developer

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

Video Audio Synthesizer: Web App

07/2019

Role: Web Developer

- Created a Video Audio Synthesizer web app using JavaScript, HTML, CSS - Github Link. Displayed with a black screen background, hit any alphabet key for animation to appear and play unique sound.
- Used JavaScript libraries paper.js for animations/graphics, and howler.js for playing sounds.

RGB Color Game : Web App

09/2019

Role: Web Developer

- Color Guessing Game application developed using HTML, CSS, Javascript - Github Link.
- The Game: Displayed by a set of colors and a RGB color description. You should guess what color is the RGB color.

gruv. - Habit Tracker iOS App

09/2018 to 12/2018

Role: Software Engineer Generalist

- 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.

DietAR - Augmented Reality Diet Assistant

08/2018 to 12/2018

Role: 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 profile and target specific problem space.
- Designed app mockups using Adobe Photoshop and Illustrator for MVP.

Google Applied CS Workshop - CougarCS

04/2018 to 05/2018

Role: Android Developer & Instructor

- Facilitated and lead a 3 day Google Applied CS Workshop on Android Development that included over 30 students.
- The workshop centered on making an Android game called Word Stack that used the stack data structure and the drag and drop functionality. The game was developed on Android Studio and was programmed using Java.