

# RABAB FATIMA

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## EDUCATION

### University of Houston

B.Sc Computer Science (major),  
Mathematics (minor), Graduated Dec  
2018

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, IntelliJ IDEA,  
MySQL Workbench, Visual Studio Code,  
Sublime Text,  
Adobe Illustrator/Photoshop.

### SOFTWARE ENGINEERING PARADIGMS:

Object Oriented Design,  
Test Driven Development,  
Agile Methodology.

## EXPERIENCE

### Web Developer

06/2019

Video Audio Synthesizer: Web App

- 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.

### 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.

### Software Engineer Generalist/SDET

09/2018 to 12/2018

grüv. - Habit Tracker iOS App

- 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 - Github Link.

### UX Researcher/Designer

08/2018 to 12/2018

DietAR - Augmented Reality Diet Assistant

- 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.

### Android Developer & Instructor

04/2018 to 05/2018

Google Applied CS Workshop - CougarCS

- 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.

### Web Developer

06/2019

Color Game : Web App

- 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.

## LEADERSHIP & COMMUNITY

### The Learning Experience - Instructor

Current

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

### ACM - CougarCS at University of Houston - Treasurer

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

### CodeRED Discovery 2018 - Hackathon - 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 - Secretary

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

### Rewriting the Code - Member

Current