

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, IntelliJ 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
Hackathon to
- Director of Finances 11/2018

- 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
- Treasurer 12/2018

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

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

- 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.

grüv. - 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.