

FATIMA IBRAHIM-BIANGORO

SOFTWARE ENGINEERING/
DATA SCIENCE/AI RESEARCH/
PRODUCT MANAGEMENT

CONTACT

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EDUCATION

University of California, Berkeley
Bachelor of Arts - 2018
Computer Science, Cognitive Science

AWARDS & HONORS

Berkeley Science Network Scholar
UC Berkeley, 2014-2018
Computer Science Scholar
UC Berkeley, 2015-2016
Palantir Future Scholarship Finalist
Palantir, 2017
Box Diversity Scholarship Semifinalist
Box, 2017
Google GHC Travel Grant Recipient
Google, 2018

COURSEWORK

Economics
Ruby on Rails
Introduction to AI
Principles of Business
Product Management
Concepts of Probability
Probability and Statistics
Foundations of Data Science
User Interface Design &
Development
Efficient Algorithms & Intractable
Problems
Data Structures & Advanced
Programming
Structure & Interpretation of
Computer Systems
Linear Algebra & Differential
Equations
Great Ideas in Computer
Architecture
(Machine Structures)
Discrete Mathematics and
Probability
Introduction to Database Systems
Principles and Techniques of
Data Science

SKILLS & DBMS*

Java / Python / SQL / Scheme /
HTML / CSS / JavaScript / Django /
C / Excel / Linear Regression /
Loss Minimization / Data Modelling /
Oracle* / Microsoft SQL Server*
MySQL* / SQLite3*

EXPERIENCE

UC Berkeley School of Public Health / onlinemph.berkeley.edu / Feb 2017-August 2018

Product Manager

- In charge of product development for the UC Berkeley online sector of UC Berkeley School of Public Health managing the Web Developer team by delegating project flow over a 6-month period using Asana task maps
- Utilized Facebook and Google Analytics to analyze 6 effective online ad campaigns, completed campaign backlogs and market research, and collaborated across the design, marketing, and developer teams

Application Developer

- Developing the client's website using WordPress, front-end HTML, CSS, PHP, JSON, Javascript, and backend development to client's specifications and to track website traffic

PROJECTS

CS 160: User Interface Design and Development (Django, SQLite3, JavaScript, HTML, CSS) / Su 18

- Designed and implemented the backend and front-end for a two-interface (rider and driver) web application using principles of HCI: deaf/hard of hearing rideshare app drivers could interact with their riders through an app (**auryn**) that gives the riders the option to answer a question, draw a picture, or pin their location on a map, which is aggregated onto the driver interface dashboard at the end of a work day
- Used Google Maps API to embed a feature that allows riders to drop a pin showing where they're from on the map, saves it, and displays the map and pin on the driver dashboard
- Used Django models to save and retrieve riders' information from SQLite3 database to display on the driver's dashboard

Data Science 100: Techniques of Data Science (Python, Pandas, NumPy, SQL, JSON) / Spring 2018

- Created a classifier to distinguish spam emails from non-spam emails using basic feature engineering, logistic regression, data modeling, Kaggle, and scikit-learn
- Utilized Twitter's Developer Platform and API to analyze President Trump's tweets
- Read in, cleaned, and formatted the data into a dataframe; analyzed trends, habits, and polarity of word choice using regex and the VADER lexicon; plotted results into bar graphs and distribution plots

CS 188: Artificial Intelligence (Python, Pandas) / Fall 2017

- Refined a game of Pacman using search algorithms, representations of knowledge, inference
- Implemented a binary perceptron, computation graphs (computed using backpropagation) to compute vectorized gradients & created a small neural network library
- Trained the neural network to approximate the sin(x) regression over $[-2\pi, \pi]$, classify handwritten digits from the MNIST dataset, performed approximate Q-Learning using a deep neural network to solve the cartpole task, and built a small neural network model that identifies language for one word at a time given a provided dataset

Industrial Engineering & Operational Research 186 (Product Management) / Fall 2017

- Designed, conducted research on, and currently developing a lifestyle app (**dayli**) to track daily activities to pitch to potential investors at the end of the semester
- Followed an agile software development process, completed MVPs, market validation, competitive analyses, backlogs, collaterals, and prototypes for the product (app)

Cognitive Science N1 / Summer 2017

- Conducted and presented a cognitive research proposal on neural decoding in Machine Learning for more emotionally intelligent AI agents

Hack.Syria Hackathon App (Java, XML) / Feb 2017—Present

- Utilized the Android SDK to develop an app prototype for a craigslist-like mobile application to connect Syrian refugees abroad in new countries to local landlords and hiring managers

CS 186: Introduction to Database Systems (Java) / Spring 2017

- Designed and created a database architecture with a B+ tree structure using Java by integrating query optimization with system R optimizer

Data Science C8: Data Science (Python, NumPy) / Spring 2017

- Designed and manipulated data from <http://data.gov> on the correlation between data from high school demographics in New York and surrounding employment demographic rates

CS61C: Computer Architecture (C, MIPS) / Fall 2016

- Designed and created a CPU through a software simulator (Logisim)

CS61B: Data Structures & Advanced Programming (Java) / Summer 2016

- Implemented image rastering and a back-end web mapping app of Berkeley, which used Dijkstra's algorithm for shortest directions to user input for optimal runtime

INVOLVEMENT

Black Engineering and Science Student Association / Aug 2017-May 2018

UC Berkeley BESSA-NSBE Finance Officer

- Managed finances and wrote grant proposals that increased the annual College of Engineering funding from \$0 to \$6,000 for the 2018-2019 academic year

CS10: The Beauty and Joy of Computing / Aug 2015-Dec 2015

Lab Assistant

- Taught the fundamentals of programming with a focus on major areas of computing such as abstraction, design, recursion, concurrency, simulations, and the limits of computation.
- Resolved ~250 bugs on a weekly basis through labs and course projects