FATIMA IBRAHIM-BIANGORO

408.833.4624 | fibrahimb@gmail.com linkedin.com/in/ifatima | github.com/fibrahimb fatimaibrahimbiangoro.com

EDUCATION •

Bachelor of Arts | Cognitive Science, Computer Science University of California, Berkeley - Berkeley, CA **AUG 2018**

SKILLS & DBMS*

Java, Python, SQL, Scheme, JavaScript, Django, C, Linear Regression, Loss Minimization, Data Modelling, Figma, Zeplin, Oracle*, SQL Server*, MySQL*

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)

WORK EXPERIENCE

UC Berkeley School of Public Health

FEB 2017-AUG 2018

BUSINESS APPLICATION DEVELOPER (onlinemph.berkeley.edu)

• Rebuilt the website to client's specifications and to track website traffic

PRODUCT MANAGER

- Delegated 6-month project flow for the online sector of UC Berkeley School of Public Health managing the design, marketing, and web developer teams
- Developed online ad campaigns, campaign backlogs and market research

UC Berkeley School of Engineering

AUG 2015-DEC 2015

CS 10: THE BEAUTY AND JOY OF COMPUTING LAB ASSISTANT

Resolved ~250 bugs weekly through labs and course projects & taught the fundamentals of CS

PROJECTS

CS 160: User Interface Design & Development

SUMMER 2018

(Django, Google Maps API, SQLite3, JavaScript, HTML, CSS)

• Designed & implemented the backend and front-end for a two-interface web application for deaf/ hard of hearing rideshare app drivers to interact with their riders

DS 100: Techniques of Data Science (Python, SQL, JSON, Twitter API)

SPRING 2018

Created classifiers to identify spam emails & Donald Trump's tweets (trends, word choice polarity)
 CS 188: Artificial Intelligence (Python, Pandas)

FALL 2017

- Developed the logic for a computer-playing Pacman game
- Created and trained neural network libraries to classify handwritten digits and identify language for one word at a time given a provided dataset

Industrial Engineering & Operational Research 186 (Product Management)

FALL 2017

Used agile software development to design, complete MVPs, market validation, backlogs, collaterals, and prototypes for a lifestyle app to track daily activities to pitch to potential investors
 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

• Developed a mobile app prototype for a craigslist-like 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

Data Science C8: Data Science (Python, NumPy)

SPRING 2017

• Designed and presented research on wealth disparities in different New York neighborhoods

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 a Google maps web application of Berkeley

INVOLVEMENT

UC BERKELEY BESSA-NSBE FINANCE OFFICER

AUG 2017-MAY 2018

Black Engineering and Science Student Association

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