FIACRE KABAYIZA

Software Engineer

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EDUCATION

Masters of Science in Computer Science
Georgia Institute of Technology

📅 August 2018 – Present   9 Atlanta, Georgia

Bachelor of Science in Biomedical Sciences
University at Buffalo

📅 August 2012 - May 2017   9 Buffalo, New York

Honors: Magna cum laude, Dean's List

EXPERIENCE

Software Engineering Co-op
EagleView Technologies

📅 June 2018 – August 2018   9 Rochester, New York

- Worked with the development team of Connect Explorer, their flagship web-based image access and analysis software.
- Responded to customer feedback tickets and added new features to Connect Admin that addressed their concerns. Updated existing unit tests and created new ones to ensure the software properly executed the new functionality.

Undergraduate Researcher
BioXFEL STC

📅 May 2015 – June 2016   9 Buffalo, New York

- Developed a game "XFEL: Crystal Blaster" to introduce structural biology concepts and promote science to school aged children. Game was set to be displayed in Buffalo Museum of Science's BioXFEL exhibit
- Conducted research working on optimization of Xylose Isomerase expression and purification for use in XFEL radiation damage studies. Also developed a screen for crystallizing protein at -20°C. Paper is being written and there are plans to publish it.

Website Manager & Facilities Aid
Hauptman Woodward Medical Research Institute

📅 June 2013 – August 2017   9 Buffalo, New York

- Was responsible for maintaining the Hauptman-Woodward and BioXFEL websites. Duties included updating pages, writing news articles, and solving technical issues that arose.
- Was responsible for the collection, sterilization, and redistribution of lab glassware.

Assistant Language Teacher
Interac Japan West

📅 Sept. 2017–March 2018   9 Kagoshima, Japan

- Taught English as a second language to elementary and junior high school Japanese students.
- Created custom lessons plans and worked with the native language teachers on achieving student learning goals.

HONORS & AWARDS

- Recognized by the Daniel Acker Scholars Program.
- Recognized by The National Achievement Scholarship Program
- Invited to and presented research poster at the SLAC User's Meeting Conference at Stanford
- Invited to and presented research poster at University at Buffalo Undergraduate Research Conference
- Member of The National Society of Black Engineers

SKILLS

Java, C#   ●●●●●
Python, Unity3D   ●●●●○
Android, Flutter, Dart, C++   ●●●○○

PROJECTS

Raven's Matrices Problem AI Agent

- Developed an agent that solves raven's matrices problems for my Knowledge Based AI course.
- The agent solves the problems by looking for common patterns found in other Raven's problems and choosing the likeliest solution.
- Developed in Python using only NumPY & Pillow libraries.

Tasktowers: Habit Builder Mobile App

- Developed a mobile productivity app that gamified a user's to-do list, turning it into a tower-building game.
- Users create a new tower for a task. Each day they complete the task they gain a level on their tower. When a user fails to complete the task the tower collapses and they start the process over.
- Was written in C# and developed in Unity3D. Initially was released for iOS and Android. Android version was sold. Now currently only available for iOS.

Cryptogram Android App

- Developed a mobile app that allows players to solve cryptograms created by other users. As well create their own for other users to solve.
- Created the project for my Software Development Process course.
- Was written in Java as an Android mobile app.

Fish Roulette Mobile Game

- Created, released and later sold a mobile game to a YouTuber who then proceeded to feature it on his channel.
- Written in C# and developed in Unity3D.