

EDUCATION

Massachusetts Institute of Technology

Cambridge, MA

Candidate for Bachelor of Science in Computer Science and Brain and Cognitive Science

June 2021

Relevant Coursework: Multi-variable Calculus, Statistics, Neural Computation, Algorithms, Innovation Engineering, Artificial Intelligence, Machine Learning, Machine Motivated Human Vision, Dist. Neural Circuits, Computational Cognitive Science, Projects in the Science of Intelligence

EXPERIENCE

MIT Media Lab

Cambridge, MA

Undergraduate Researcher, Fluid Interfaces Group

September 2020-Current

- Part of Project Us, a system aiming to understand emotional biomarkers through machine learning
- Improving the natural language processing models and conducting data analysis
- Coordinated development pipeline and deployment for website for running experiments
- One of four projects chosen to be showcased at the Media Lab Member's Week

Roblox

San Mateo, CA

Software Engineering Intern, Studio Group, Roblox IDE Team

June 2020-August 2020

- Collaborated with a team to develop the programming interface for Roblox Developers, coding in C++
- Improved the UX of the script debugger and added features to the Quick Open view

MIT Media Lab

Cambridge, MA

Undergraduate Researcher, Camera Culture Group

February 2020-May 2020

- Conducted research in a team to improve the data privacy techniques of Split Learning and Federated Learning
- Applied machine learning data privacy techniques to a contact tracing app

Brain Power

Cambridge, MA

Product Manager Extern, Technical Product Manager Intern

January 2019, June 2019-August 2019

- Coordinated and delivered updates, development, and launch of the Empowered Brain System
- Acted as a PM for an internal stealth project for 2 months and created product roadmap
- Coordinated with stakeholders for development, prototyping, and initial test launch of an internal stealth project
- Lead development and implementation of product design, UI, and UX through focus groups and A/B testing

ACTIVITIES + PROJECTS

National Youth Science Foundation

June 2020

- Developed a curriculum to teach Machine Learning basics to High School delegates of the NYSCamp
- This curriculum covered calculus basics, neural network layers, forward and back propagation, and ML ethics

Class Project for Machine Motivated Human Vision

May 2020

- Project team developed a machine vision model that can learn object permanence from videos
- Accepted into the Undergraduate Research Technology Conference at MIT, pending publishing in IEEE Xplore

Personal Project for MIT Web Lab

January 2020

- Created a typing game with song lyrics, the song playback speed changes relative to user typing speed
- Won Most Unique Concept Award in the Web Lab Competition

MIT Undergraduate Association

Committee on Innovation: Finances Manager, Co-Founder of BetterMIT Innovation Week

October 2017-May 2020

- Improved social spaces on campus and co-founded BetterMIT Innovation Week to inspire innovation in all fields
- Raised support from local organizations to increase our funds from \$2,000 to \$15,000 last year

Committee on Education: Faculty Violations Officer

September 2017-September 2018

- Served as a liaison and resolved complaints between students and course staff for MIT course policy violations

SKILLS

Technical Skills: Python, C++, Web Development (React, JavaScript, HTML, CSS), PyTorch, TensorFlow

Other: Agile Methodologies, Product Management, Arabic