

SUBHI KATABI

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EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE

B.S. IN COMPUTER SCIENCE

Current GPA: 3.57

Irvine, CA | Expected March 2020

IRVINE VALLEY COLLEGE

B.S. IN COMPUTER SCIENCE

GPA: 3.93

Irvine, CA | August 2015 – May 2017

SKILLS

Python • C • C++ • C# • Java •
JavaScript • HTML • CSS • React
Native • UI/UX • SQL • NoSQL •
Django • Linux • Unix • Git •
Algorithm Design/Analysis • OOP •
Functional Programming •
Microsoft Office • Effective
Communication • Technical Writing

COURSEWORK

Python Programming
C Programming
Java Programming
C++ Programming
Data Structures Implementation
and Analysis
Software Testing and Quality
Assurance
Computer Networks
Principles of Operating Systems
Embedded Software
Design and Analysis of Algorithms
Artificial Intelligence
Machine/Data Mining

LINKS

Github:// mkatabi
LinkedIn:// subhikatabi
Portfolio:// mkatabi.github.io

EXPERIENCE

CHARTER COMMUNICATIONS | ENGINEERING INTERN

June 2019 - August 2019 | El Segundo, CA

- Worked alongside a group of supervisors and mentors to design, develop, and deploy two projects that automate different tasks and improve efficiency within Charter's west region.
- Projects that were developed during this internship include an automation system for call deflection within Charter's west region and form reviewal software for all engineering documents and requests in a certain state.

IRVINE VALLEY COLLEGE ASSOCIATED STUDENT GOVERNMENT | DEVELOPMENT COMMITTEE COMMISSIONER

August 2016 - May 2017 | Irvine, CA

- Constructed and coordinated social events, trainings, and retreats alongside a committee of eleven members to best increase workflow of a 200-person organization.
- Individual roles included brainstorming ideas, communicating with other organizations to help coordinate events, and developing a strategic plan for best allocation of a \$20,000 budget across multiple events.

IRVINE VALLEY COLLEGE ASSOCIATED STUDENT GOVERNMENT | BUDGET AND FINANCE COMMITTEE COMMISSIONER

August 2015 - May 2016 | Irvine, CA

- Was responsible for the allocation and monitoring of the ASIVC funds alongside a committee of eleven members.
- Together we coordinated and conducted over forty site visits with various departments and clubs across Irvine Valley College to determine the best options for allocating a budget of over \$100,000.

PROJECTS

MYDAY | APPLICATION RESEARCHER, DEVELOPER

- Application that identifies a person's current mental state and helps them achieve a positive emotional state by improving their lifestyle with daily food recommendations.
- I was tasked with implementing various features including a survey that measures the user's emotional state, a component that identifies the local weather and determines its impact on the user, an evaluation system to calculate the user's health state, and overall database optimization.
- Frontend is created using React Native and backend utilizes Node.js alongside a database developed using Firebase.

CALL DEFLECTION AUTOMATION | LEAD DESIGNER, DEVELOPER

- Web application that incorporates a simple-to-use user interface with a fully automated backend to speed up a technician's request for call deflection.
- My role was identifying areas of inefficiencies within Charter's call deflection process and designing/developing a solution that is feasible for all users.
- UI is developed using SharePoint Client and Selenium is used to automate tasks. Coded in C# using OOP.

OTHELLO AI | LEAD DESIGNER, DEVELOPER

- An AI capable of choosing moves in an Othello game by using a recursive, search-based algorithm.
- This AI utilizes the minimax algorithm along with alpha-beta pruning to efficiently determine the best possible move during its turn. An effective evaluation function is also utilized to analyze the quality of each board configuration when determining which move to make.
- This project is coded entirely in C++ and utilizes OOP to improve overall effectiveness.