

# 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

## SKILLS

Python • C • C++ • C# • Java •  
JavaScript • HTML • CSS • React  
Native • SQL • NoSQL • Django •  
Linux • Git • Data structures • Object  
Oriented Programming • Microsoft  
Office •  
Effective Communication

## SELECTED 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  
Personal Site:// mkatabi.github.io

## WORK 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.
- I was tasked with designing and developing these projects, while also communicating all progress to a board of supervisors on a weekly basis.

## VOLUNTEER EXPERIENCE

### IRVINE VALLEY COLLEGE ASSOCIATED STUDENT GOVERNMENT | COMMITTEE COMMISSIONER

August 2015 - May 2017 | Irvine, CA

- Constructed team building activities and helped coordinate student leadership events.
- Assisted with annual budget allocation process and conducted monthly site visits with various departments located across campus.

## PROJECTS

### MYDAY | APPLICATION RESEARCHER, DEVELOPER

February 2019 - April 2019 | Irvine, CA

- 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

June 2019 - August 2019 | Charter Communications

- 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

October 2018 - November 2018 | Irvine, CA

- 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.