

Nadin Tamer

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EDUCATION

Stanford University, Stanford, CA

Expected Graduation: June 2023

- Bachelor of Science, Computer Science (Human-Computer Interaction); Minor: Education | GPA: 4.0/4.0
- Relevant Coursework: Programming Abstractions in C++, Computer Organization & Systems, Probability for Computer Scientists, Linear Algebra & Multivariable Calculus, Mathematical Foundations of Computing

TECHNICAL SKILLS

Languages: (*proficient*): Python, Swift, C (*familiar*): C++, Java, JavaScript, HTML, CSS

Tools/Frameworks: (*proficient*): Git, React Native (*familiar*): pandas, NumPy, Matplotlib, SciPy

EXPERIENCE

Incoming FBU Engineering Intern, *Facebook*

June 2021 - August 2021

Educational Data Science and Learning Engineering Fellow, *UC Berkeley*

January 2021 - Present

CS106 Section Leader (TA), *Stanford University* | Python, C++

January 2021 - Present

- Teach weekly discussion sections for CS106A; grade student assignments & provide debugging help at office hours

Undergraduate Researcher, *Stanford HCI Group* | Swift, SwiftUI, Firebase

April 2020 - Present

- Implemented a sequencing game for StoryCoder, an iOS app that teaches preliterate children computational thinking skills through storytelling; improved game UI/UX through prototyping and iterative testing
- Conducted remote user studies with over 30 children to evaluate learning transfer & engagement levels
- Received the “Outstanding Poster Award” at the CURIS 2020 poster session (awarded to 4 teams out of 100+)
- Co-authored a paper on StoryCoder that was accepted to the ACM CHI 2021 conference (26.3% acceptance rate)

Pinterest Engage Scholar, *Pinterest* | Python

June 2020 - July 2020

- Selected as one of 41 students to participate in workshops to build technical/professional skills for SWE roles
- Solved bi-weekly coding challenges in Python & worked with mentor to optimize implementation

Volunteer Content Creator, *TurkishKit* | Swift

January 2019 - November 2020

- Published articles in Turkish about iOS programming, Swift, & design principles receiving ~700 monthly reads

SOFTWARE PROJECTS

Oppia, *Stanford Code the Change* | JavaScript, Angular, Protractor

- Contributed to end-to-end testing and Angular migration for the open-source, educational Oppia website

The Code of Life | Swift

- Created an educational 8-bit Swift playground that teaches kids programming by exploring the nature of DNA
- Presented *The Code of Life* to 120 computer science educators at the 2018 Swift Educator Summit

Spotify Audio Analysis and Machine Learning | Python, Spotify Web API, pandas, scikit-learn

- Analyzed Spotify playlist audio features & used scikit-learn to predict which playlist a given song belongs to

Imprint, *Technovation Challenge* | Swift

- Ideated & developed *Imprint*, an iOS app incentivizing eco-friendly behavior (Technovation 2018 Semifinalist)
- Pitched *Imprint* to 1500 policy-makers, business leaders and entrepreneurs at the Impact² 2019 conference

LEADERSHIP

Social/Service Chair, *Stanford Code the Change*

May 2020 - Present

- Build community & foster a fun club environment for ~100 members by organizing social & service events

Intern Program Co-Exec, *Stanford Women in CS*

September 2019 - Present

- Select 12 WiCS interns; organize social events & workshops to support their personal/professional growth

Lead Organizer, *Hisar Coding Summit*

September 2017 - April 2019

- Supervised 40 workshop hosts for a free event teaching introductory coding; increased attendance from 50 to 300+

AWARDS

Rewriting the Code Fellow

August 2019 - Present

Apple WWDC18 Scholarship Winner

June 2018