

# Nimo Ismail

## CONTACT DETAILS

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## EDUCATION

Brown University, A.B. Computer Science, A.B. Economics

September 2017 - Dec 2022

**Related Coursework:** Algorithms and Data Structures, Modern Web Applications, Computer Systems, Object-Oriented Programming, Computer Graphics, Discrete Math and Probability

**Campus Experiences:** Bonner Community Fellow, African Student Union, Member of MOSAIC+ and National Society of Black Engineers

## SKILLS

**Languages:** Python, Java, HTML/CSS, C, C++, JavaScript + React

**Tools:** LaTeX, Balsamiq, Figma, Git

**Software:** Android Studio, Eclipse, Latex, Microsoft Suite (Word, PowerPoint, Excel)

## WORK EXPERIENCE

### Global Product & Technology Intern

Datacloud Monetization Team, ADP

June 2021 - August 2021

- Member of the Data Cloud Monetization team focusing on employment and income verification
- Designed and presented an API for users to obtain information from the ADP system on external websites using AWS services in **Python**

Infrastructure Team, ADP

June 2020 - August 2020

- Worked as a part of a 2-member team to create a internally-facing interface using Java in order to streamline the migration schemes in CICS mainframe

## PROJECTS

### Iterative Redesign

- Redesigned a web application for an emerging startup facing an issue with their user interface. Identified customer issues through customer research, data analysis, and user feedback
- Developed an innovative solution through iterative design and prototyping and then assessed the solution through A/B testing and interviews with potential customers

### Fridgey Mobile Application

- Built a mobile application in React JS for a client that helped users keep track of the expiry dates of perishable food purchases using ML in order to recognize the text from the image on a receipt
- Detailed product specifications after prototyping and user research using tools like Figma and sketching
- Worked across the development lifecycle to design, code and deploy the completed mobile application for our client

### Mountainous Landscape

- Programmed a 3D rendering pipeline of an interactive scene in **C++** that included rendering techniques like texture mapping, reflections, L-systems, and tessellation

## LEADERSHIP EXPERIENCE

### Undergraduate Finance Board

Representative

April 2019 - May 2022

- Manage the allocation of \$2M per year to student groups on campus
- Manage process for funding requests and ensure the fair and consistent allocation of the Student Activities Fund across all student groups
- Collaborate with student groups in creating budgets, negotiating prices, and submitting budget requests

### Industry Partners Program

Co-Lead

September 2019 - May 2022

- Partnered with Brown Computer Science department to establish and lead recruiting program; placing 160+ students at 20+ partner tech-focused nonprofits as interns or new graduate hires.
- Developed written protocols for managing relations with partner organizations, scoping projects, and facilitating recruiting events.