

Nimo Ismail

CONTACT DETAILS

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EDUCATION

Brown University, A.B. Computer Science, A.B. Economics *September 2017 - May 2023*

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, SQL

Tools: LaTeX, Balsamiq, Figma, Git, AWS

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 implemented RESTful API for users to obtain information from the ADP system on external websites using AWS services in **Python**
- Attended meetings with the project team to identify potential risks, resolve project roadblocks, and ensure compliance with user specifications and requirements

Infrastructure Team, ADP

June 2020 - August 2020

- Worked as a part of a 2-member team to create an internally-facing interface using **Java** in order to streamline the migration schemes in CICS mainframe
- Gathered user requirements, and built and maintained code for the tool, saving employees **8** monthly hours in labor

VOLUNTEER EXPERIENCE

Non-Profit Recruiting Co-Director

CS Department

September 2019 - May 2021

- Partnered with Brown Computer Science department to establish and co-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.

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