

EDUCATION

- **University of California, Berkeley** Berkeley, CA
Bachelor of Science in Cognitive Science; Minor in Computer Science Aug 2015 – May 2019
- **American International School, Kuwait** Kuwait
IB Diploma Sep 2013 – May 2015

EXPERIENCE

- **Nuclear Science and Security Consortium** Berkeley, CA
Student Researcher and Developer Jan 2018 - Present
 - **Project on Nuclear Gaming Research:** Contributed to methodology and data collection design, reviewed papers, participated in research meetings and workshops
 - **SIGNAL Video Game:** Developed the networked 3 player game that will be used for PoNG data collection (full-time in summer), participated in daily scrums, oversaw playtests of the game
- **Breakout Mentors** Berkeley, CA
Programming Tutor Jan 2018 - May 2018
 - **Python:** Tutored middle school students in beginner and intermediate programming concepts in Python and guided them through projects in Pydraw and Pygame
 - **Java:** Tutored high school students in object-oriented programming concepts in Java
- **Gamecraft at Cal** Berkeley, CA
Officer Nov 2017 - May 2018
 - **Game Design Workshops:** Created modules about game design principles and Unity development for new members
 - **Gamejams:** Coordinated gamejams and provided development support for participants
- **University of California, Berkeley** Berkeley, CA
Orientation Mentor Jan 2017 - Aug 2017
 - **Hiring:** Helped in the hiring process of over 600 Orientation Leaders
 - **Leadership Training:** Mentored a group of Orientation Leaders and trained them in leadership development
 - **Logistical Support:** Worked behind the scenes on programming for the week-long orientation program
- **University of California, Berkeley** Berkeley, CA
Lab Assistant Aug 2016 - May 2017
 - **CS 61A:** Instructed students in concepts covered in lectures, helped with bug fixing, and held office hours for answering questions.
 - **CS 61B:** Helped students with labs and projects and held office hours for answering questions.

PROJECTS (DETAILS IN PORTFOLIO)

- **Graphics:** Implementation of various projects in the graphics pipeline in C++
- **Machine Learning:** Implementation of various classifiers in Python
- **Game Development:** Personal and professional projects in Unity

PROGRAMMING SKILLS

- **Languages:** Python, C#, Java, C/C++, SQL, Scheme, HTML/CSS, Javascript **Technologies:** Unity, Maya, React

SERVICE

- **Cal Habitat for Humanity:** Participated in build trips, volunteered at soup kitchens, and helped out at fundraising events.
- **Student Orientation at UC Berkeley:** Volunteered to lead groups of new students for 3 years
- **UC Berkeley OUA Ambassador:** Worked at yield events and other services for parents with the Office of Undergraduate Administration.