

# Ishami Rulinda

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## EDUCATION

### ***Bachelor of Computing in Computer Science***

Queen's University

Expected Graduation: Dec 2023

Kingston, ON

### ***Bachelor of Science in Biology***

Queen's University

Expected Graduation: Dec 2023

Kingston, ON

## RELEVANT EXPERIENCE

### **Major League Hacking Fellowship – Production Engineering Fellow (Meta)**

Jun 2022 – Aug 2022

- Completed 12-weeks of structured curriculum-based learning covering core Production Engineering topics, supplemented with events / workshops hosted by industry experts
- Created an open-source personal portfolio website template using Python, Flask, Jinja, MySQL, Nginx, and unittest ([Portfolio Website](#))
- Automated testing and deployment workflows using CI/CD
- Set up system and container monitoring, alerting, and visualization using Prometheus and Grafana

### **Queen's Machine Intelligence & Biocomputing Laboratory – Research Volunteer**

Jun 2022 – present

- Working towards finding more advanced computational methods to analyze cancer mutation data by exploring different machine learning techniques
- Acting as a liaison between the computing team and the biomedical team

### **Queen's Web Development Club – General Member**

Sept 2021 – Apr 2022

- Learned fundamentals of web development and modern web development tools (React.js, Node.js, Figma)
- Developed a React application for users to input their current location and destination and see the most optimum route to see interesting tourist spots using the Google Maps JavaScript API

## PERSONAL PROJECTS

### **Cryptocurrency Details and News**

[GitHub](#) | [Website](#)

Tech Stack: JavaScript, React, Redux Toolkit, Chart.js, and Node.js

- Built a React application that displays present data and news of the top 100 crypto currencies
- Fetched data from multiple sources using RapidAPI (data on currencies using CoinRankingAPI and news headings from Bing Search API)
- Deployed using Netlify

### **Diabetes Predictor**

[GitHub](#) | [Website](#)

Tech Stack: Python, Pandas, Numpy, Scikit-Learn, Streamlit

- Built a machine learning model that predicts a users diabetes diagnosis
- Used the support vector machine supervised machine learning algorithm for this classification problem
- Deployed as a web application using Streamlit

### **Queen's University CISC 226: Game Design Course Project**

[GitHub](#) | [Website](#)

Tech Stack: Unity, C#

- Developed a PacMan inspired rogue-like game using the Unity Game Engine and C# programming language
- Implemented several simple artificial intelligence and pathfinding systems targeting the player
- Deployed using WebGL Unity module

## SKILLS

Technical: Python, HTML, CSS, JavaScript, React.js, Node.js, R, Java, C#, Bash

Other: Docker, Git, GitHub Actions, MySQL, Flask, Jinja, Nginx, unittest, Prometheus, Grafana

Languages: English, French