Ishami Rulinda

Vancouver, BC | 343-363-3643 | ishami11@live.com | LinkedIn | GitHub | Portfolio Website
Python | Bash | MySQL

EDUCATION

Bachelor of Computing in Computer Science Expected Graduation: Apr 2024
Bachelor of Science in Biology Ontario, CAN
Queen's University

RELEVANT EXPERIENCE

Queen's Machine Intelligence & Biocomputing Laboratory – Research Volunteer Jun 2022 – present

- Analyzing cancer mutation data by exploring different machine learning techniques using more advanced computational methods
- Liaison between the computing team and the biomedical team

Meta (via Major League Hacking) – Production Engineering Fellow 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 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: HTML, CSS, JavaScript, Node.js, R, React, Java, React, Docker, Git, GitHub Actions, Linux
Languages: English, French