

SAFIY FAROOQI

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Education

University of North Carolina Chapel Hill

Expected May 2027

B.S. Computer Science — Minor: Data Science

Chapel Hill, NC

- Courses: Data Structures and Analysis, Discrete Mathematics, Systems Fundamentals, Foundations of Programming, Linear Algebra, Multi variable Calculus,
- Currently Enrolled: Models of Languages and Computation, Computational Photography, Modern Web Programming, Introduction to Probability

Professional Experience

Office Depot

June 2025 – Present

Sales Associate, Copy & Print Center

Greensboro, NC

- Assisted customers with print and technical needs in a fast-paced environment, strengthening **customer support** and **problem-solving** skills.
- Fulfilled business print orders while ensuring **accuracy** and compliance with company guidelines.

Outlier AI

May 2024 – Oct 2024

AI Writing Evaluator - Tier 2

Remote, Greensboro, NC

- Tested AI outputs across hotel and travel prompts to inform **market research** and model evaluation.
- Ran experiments with large language models for **business intelligence** and user performance tracking.
- Contributed to **market analysis** by identifying trends in AI-generated content across consumer-facing domains like travel and e-commerce.
- Collaborated with engineers to provide **data-driven feedback** that improved prompt design and model performance in production settings.

Projects

Credit Score Model | Source Code

Greensboro, NC | May 2025

- Built a **Python credit risk model** using real-world loan data to evaluate borrower behavior in **financial markets**.
- Preprocessed data using **data science** skills like **scaling**, **encoding**, and **imputation**; selected features to boost accuracy.
- Evaluated using **business intelligence** metrics like **precision**, **recall**, **F1-score**, and **accuracy**.
- Used **logical reasoning** and data-driven evaluation to guide model selection and assess real-world applicability.

Dungeon Crawler Game | Source Code

Greensboro, NC | Apr 2025

- Created with **JavaFX**, **OpenJDK**, and **Maven**; styled using **CSS**.
- Structured game using **MVC** and observer pattern to allow modular design and **digital transformation** flexibility.
- Built engine with tile maps, real-time input, enemy AI, and collision checks; validated with **JUnit**.
- Focused on **human-centered design** by iteratively adjusting game features based on usability and player behavior.

Activities

UNC CS + Social Good

Jan 2024 – May 2024

Education Team

Chapel Hill, NC

- Developed responsive **HTML/CSS** pages to practice web development and user-focused design.
- Implemented a **Twitter-style login and registration system** using a **Supabase** backend with authentication features.
- Contributed to group projects in **React**, offering input on **backend architecture** decisions and ensuring alignment across the team.
- Took initiative in coordinating tasks for the final project, helping the team meet deadlines and integrate **Tailwind CSS**-styled components for a polished interface.

Skills

- **Languages:** Python, Java, HTML/CSS, JavaScript, MATLAB
- **Frameworks:** JavaFX, React, Next.js, scikit-learn, Pandas
- **Tools:** GitHub (open-source contributions), Git, VS Code, IntelliJ, JUnit, Microsoft Office