

Rabia Gunonu

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Objective

Seeking position where I can utilize my math and programming skills. Interested in information retrieval, UI/UX design, graphics, human computer interaction and game design.

Education

Texas A&M University

08/2012 – 05/2017

Bachelor of Science in Computer Science, Minor in Mathematics

Awards

College of Engineering Student Scholarship

08/2014, 08/2015

Top 10% State Scholarship, Federal Student Aid Program

2012

Relevant Courses and Projects

Information Retrieval

- Learned key concepts relevant to information retrieval including: Boolean, vector space and probabilistic models, relevance feedback, clustering and categorization. Designed a recommendation application in a team of three.

Graphics

- Learned about interactive 3D computer graphics, 2D algorithms and rendering techniques.
- Programmed a ray tracer, also did motion capture and key frame interpolation as a final project.

Game Development

- Developed two games in Unity game engine with a group of eight. Completed a senior capstone project and developed a game connected to a database that collected research data for clients.

Human Computer Interaction

- Learned about how to characterize, evaluate and design interfaces. Made a Chrome Extension to enhance user experience for people with visual impairments in a team of three. Implemented text-to-speech functionality.

Network Security & Cryptography

- Learned fundamental concepts and principles of computer security, operating systems, secret key and public key cryptography, hash functions and authentication.

User Interface and Web Development

- Have designed multiple websites and UI elements for classes such as Human Computer Interaction, Game Development, Graphics, Senior Capstone Design, Information Retrieval, and earlier core courses.

Languages

- Strong object oriented programming fundamentals with C/C++.
- Intermediate knowledge and use of Python, Haskell, Java, JavaScript, C# and HTML/CSS.
- Regularly used UNIX and Linux environments for classes. Proficient in Microsoft Suite programs.

Software Engineering Methodologies

- Familiar with Agile, Scrum and Waterfall methods.

Activities

Research Project at University of Houston

2011-2012

Research project with Dr. Shubab Khan: Professor of Geology. Mapped oil spills using different geological software.