Soli O. Ateefa

214-607-7298 | sateefa2904@gmail.com | linkedin.com/in/solia

EDUCATION

The University of Texas at Arlington **Expected Graduation: May 2026**
Bachelor of Science in Computer Science, Minor in Biomedical Engineering *Honors College, GPA: 3.644*
Relevant Coursework: Algorithms & Data Structures, Operating Systems, Databases, Linear Algebra,
Theoretical Computer Science

EXPERIENCE

UTSW Center for Alzheimer's and Neurodegenerative Diseases **July 2024 – Present**
Software Engineer Intern / Lab Technician *Dallas, Texas*
- Collaborating with a multidisciplinary team to refine RELION, aiming to improve 3D imaging precision and enhance 2D classification workflows for faster, more accurate amyloid fibril detection.
- Troubleshooting and optimizing FORTRAN and C++ algorithms to streamline data processing workflows, increasing reliability and addressing precision challenges using Python.
- Conducting protein assays (dot blots, Western blots) on heart and placenta tissue, contributing to groundbreaking research in diseases associated with amyloid fibrils.
- Initiated a collaboration between UTSW and UTA labs to align research objectives and foster innovation in cryo-EM projects with RELION.

UT Arlington The Vision-Learning-Mining Research Lab **February 2024 – Present**
Undergraduate Research Assistant *Arlington, Texas*
- Attending lab meetings to stay updated on advancements in computer vision and machine learning research, while contributing to team discussions.
- Leading efforts to refine Google's MediaPipe framework through data collection and annotation for improved hand-pose estimation.
- Developing and exploring deep learning algorithms using TensorFlow and Python to enhance AI-driven computer vision models.

UT Arlington Peer-Led Team Learning Leader (PLTL) **January 2024 – May 2024**
Calculus I Tutor *Arlington, Texas*
- Led weekly PLTL sessions for Calculus I, fostering an inclusive and supportive learning environment.
- Monitored student progress and performance, offering feedback and encouragement, resulting in an improvement in exam grades by 15%.
- Worked with a group of 12-15 students per session, helping 90% of attendees consistently improve homework and quiz scores.

PROJECTS

Aphrodite's Odyssey | Unity, C#, F#, Animation & Scripting **March 2024 – Present**
- Developing a 2D action-adventure game in Unity, implementing game mechanics, object interactions, and physics-based movement in C#.
- Integrating AI behaviors in F# for enemy pathfinding, boss logic, and adaptive combat systems, improving enemy response times by about 20%.
- Optimizing performance and memory usage to reduce lag and ensure seamless gameplay across levels by about 15%.

TECHNICAL SKILLS

Spoken Languages: Fluent in Arabic (native speaker) and English.
Languages: C, Python, Java, Assembly, HTML, CSS, C++, C#, F#
Technologies/Frameworks: React, Node.js, Linux, Unix, Git, Visual Studio Code
Libraries: NumPy, Matplotlib, TensorFlow, Keras, Scikit Learn, C Standard Library, Java Standard Library
Interests: Emerging Tech, Hackathons, Coding, Makeup, Fashion, Music