Shokhsanam Mubashirova

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EDUCATION

Hunter College, NY – Candidate for Bachelor of Arts in Computer Science   Expected Graduation Date: December 2025
Relevant Coursework: Software Analysis and Design 1, Matrix Algebra, Statistics, Calculus 2, Computer Architecture 1, Discrete Structures, Calculus 1, Introduction to Computer Science

EXPERIENCE

Runwei – Platform Communications Intern, Remote   June 2024 – Present
- Developing and executing a comprehensive social media strategy utilizing data-driven decision making and industry best practices
- Enhancing community engagement and increasing LinkedIn followers by 20% through targeted content and proactive outreach

CodePath – Tech Fellow, Remote   May 2024 – Present
- Facilitating during breakout rooms, addressing students' points of confusion, and ensuring strong participation from all attendees
- Assisting with answering technical questions on Slack and Zoom, providing timely support and guidance

Art for Healing Club of Hunter College – Graphic Designer, Manhattan, NY   February 2024 – May 2024
- Crafted visually compelling Canva flyers to enhance event communication
- Increased club membership by 10% through dynamic social media engagement

Skillful.ly – Industry Skill Ladder Intern, Remote   September 2023 – October 2023
- Mastered strategic frameworks, including data visualization and industry analysis, to formulate hypothesis and craft impactful project plan
- Exhibited adeptness in project management methodologies, encompassing the creation of Gantt charts, delivering timely status updates, and fulfilling data requests

Hyperion Facilities Management – Lead Generation Specialist, Remote   July 2022 – August 2022
- Identified potential leads for facility management by targeting commercial properties in specific geographic areas through Google Maps
- Compiled detailed marketing lists utilizing Excel spreadsheets, resulting in a significant 15% expansion of the company's client base

Microsoft – Tech Resilience Intern, Remote   October 2021 – December 2021
- Engaged in one-on-one session with a Technical Resilience Mentor, receiving tailored guidance to overcome challenges and develop resilience in the tech industry
- Demonstrated advanced problem-solving skills by effectively planning, testing, and refining technical solutions while managing emotional responses and understanding their impact on decision making in technical projects

PROJECTS

Memory Game – College Project   April 2024 – May 2024
- Developed a command-line memory game using C++, featuring random placement of integer pairs and empty slots, with gameplay mechanics that involve flipping and matching cards until all value-bearing cards are uncovered
- Implemented custom initialization options, dynamic memory management, and robust input validation to ensure efficient and user-friendly gameplay

YUMCUNY - Project Founder   February 2024 – April 2024
- Developing a user-centric platform on Replit utilizing HTML, CSS, and JavaScript to help students easily find budget-friendly dining options by integrating Google Maps for location-based services
- Applying strong design principles such as theme toggling, form validation, animation to create a seamless and intuitive user experience

HackCUNY - FoodLink Web Designer   February 2024 – March 2024
- Led the design of the FoodLink website using Figma, connecting users with local food banks, and providing recipe ideas to reduce waste and support community needs
- Collaborated with a diverse team of 3 students, efficiently distributing tasks to maximize productivity and achieve project goals

Computer Science For All Hackathon - Google Slides Prototype Design   February 2021 – March 2021
- Teamed up with a group of 3 individuals in two rounds to create a user-centric app promoting healthy screen habits
- Spearheaded Google presentations creation, conducted thorough health research, crafted a user survey to monitor screen time habits, and analyzed data to produce insightful graphs on user screen experience

My Breakthrough Junior Challenge Video 2020: COVID-19 Pandemic - Project Founder   April 2020 – May 2020
- Established and successfully executed an educational video on the COVID-19 pandemic, reaching 980 views on YouTube and effectively educated viewers on the complexities of the topic
- Utilized a voice changer app to record engaging voiceovers for multiple characters to enhance audience engagement

SKILLS AND INTERESTS

- **Computer Skills:** C++, Python, CSS, JavaScript, HTML, Replit, Visual Studio Code, Git, Figma, Canva, Animaker, Adobe Express, Microsoft Office Suite, Google Suit, SmartSuite, Photoshop, and Video editing
- **Certifications:** CodePath Intro to Web Development Course, Bloomberg Market Concepts, Skillful.ly 4-Week Tech Consulting Foundations Program, ANY FirstGenU Career Institute: Job Search Skills and Leadership Skills
- **Languages:** English, Russian, Kazakh, Uzbek
- **Interests:** Traveling, cooking, biking, reading, dancing, bowling, photography
- **Volunteer Activities:** Arts for Healing Club