

Heidi Albarazi

heidialbarazi2306@gmail.com

+491774310078

LinkedIn: @Heidi Albarazi

heidialbarazi.me

Computer Science Student | Designer

Working Experience

Software Engineering Research Intern

JETBRAINS

JUNE 2024 - NOVEMBER 2024

- Led end-to-end UI/UX design, applying industry standards and user research for optimal interface usability
- Developed a full-stack web interface for a smart seminar system using Svelte/SvelteKit
- Created and maintained unit tests to ensure component quality and stability
- Tech stack: Docker, GitHub Actions, Cloudflare, CI/CD, Svelte/SvelteKit, Python, SQLite



Campus Ambassador

JETBRAINS

OCTOBER 2023 - NOVEMBER 2024

- Organized and led student meetups, workshops, and Q&A sessions, showcasing JetBrains tools and technologies
- Promoted internship opportunities and facilitated presentations on internship projects
- Coordinated JetBrains' participation in campus career events and hackathons



UI/UX Design Working Student

TOOWOXX IT

JUNE 2022 - AUGUST 2023

- Conducted UI/UX design using Figma, including wireframing and prototyping
- Performed user testing to gather insights and improve design iterations



UI/UX Designer

FREELANCE

JAN 2022 - NOW

- Designed UI systems and component libraries in Figma for 4 clients across diverse industries: mobile app, fitness app, horoscope app, and a startup website.
- Created interactive prototypes with animations, ensuring seamless user experiences.
- Adhered to UI/UX best practices and guidelines across all designs to meet client-specific needs.

Research Assistant in Informatics

MELESSA LMU

OCTOBER 2023 - NOVEMBER 2024

- Developed a full-stack desktop application using Kotlin and Compose
- Set up and maintained socio-economic experiments in a laboratory environment



Education

Bachelor of Science Informatics Student

TECHNICAL UNIVERSITY OF MUNICH



JUNE 2024 - NOVEMBER 2024

Bachelors Thesis | Grade: 1.0

TUM CHAIR OF AUGMENTED REALITY

MARCH 2024 - AUGUST 2024

- Thesis Title: "SMARIOT - Elevating Elderly Independence through Smart Mirror, Augmented Reality, and IoT Technologies."
- Researched and developed a smart home system using IoT sensors and a smart mirror as the central hub to assist elderly users in daily tasks.
- Key topics: medication management, elderly usability, virtual assistants, avatars, home automation, and IoT integration.

Notable Courses at TUM

- Medical Application Focus: Computer-assisted decision support, medicine-related courses, and projects.
- Key Courses: Functional programming and verification, algorithms and data structures, computer architecture.
- Additional Skills: Introduction to AI, Data Analysis & Visualization (R), Three-Dimensional User Interfaces.

High School Diploma | Grade: 1.8

LION-FEUCHTWANGER GYMNASIUM MUNICH

SEPTEMBER 2007 - MAY 2011

Leadership & Awards

TUM.ai Member UI/UX Design

- Represented TUM.ai at hackathons, showcasing AI projects and innovations
- Managed UI design and development for the TUM.ai website

TEG Member

- Organized innovation ecosystems and provided tech and design support to startups.
- Led Figma workshops, teaching UI/UX design and prototyping skills.

Code & Chill Club Lead

- Coordinated with IT companies around Munich to host student hangouts and company presentations.

Social Engagement

- Taught German language and mathematics to children aged 4-16, providing homework assistance and tutoring

Hackathon Awards

- Finalist in multiple hackathons with over 500 participants, including Hackatum, TUM.ai Makeathon, and 10 others
- Cassini Hack: Developed a frontend for real-time population estimation using satellite data (Python)
- Immersive XR Planetarium Hack: Created an immersive AR escape game using the planetarium dome
- TUM.ai Makeathon: Built a Chrome extension that detects gender-biased texts using AI
- TEG Hackathon: Designed a product concept for a fitness app.

Competences

Programming Languages

Java, Kotlin, Python, Swift, Haskell, C, C++, JavaScript, Typescript, Assembly

Technical Competences

- Frontend/Web Development: Compose, Svelte/SvelteKit, React, HTML, CSS, Tkinter, Streamlit, Dash, Chrome Extensions
- Mobile Development: Compose Multiplatform, Swift/SwiftUI, Ionic
- Backend Development: Python, Java, Kotlin
- Prototyping: Figma, MockUp, Canva
- Creative Tools: Adobe CC, CapCut, Procreate, Dreams

Languages

- Native: German, Arabic
- Fluent: English
- Beginner: Japanese, Portuguese, French

Projects

iOS Developer



MSG & TUM

APR 2022 - AUG 2022

- iOS Development (ARKit, TFLite, CoreML, SwiftUI, Swift), UI & Logo Design (Figma, Affinity Designer), Scrum (Jira, Confluence)
- Designed and developed an AI-powered AR iOS app to detect supermarket products and display sustainability info, using Scrum with weekly sprints.

Medical Application Project



KLINIKUM RECHTS DER ISAR

SEP 2022 - MAY 2024

- Developed an Imfusion plugin using OpenCV, Processing, miPhysics library, and C++ to map MRI images to sound, aiding in surgery navigation

Designer (Open Source Project)



HALOGENOS.ORG

JAN 2021 - NOW

- Created illustrations in Procreate and Photoshop, and logos in Affinity Designer.
- Designed boot animations for custom ROMs.