

Younna Rabie

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EDUCATION

University of California, Berkeley

Major: Data Science; Economics (BA) | GPA: 3.6

May 2020

+ Relevant coursework: Data Structures, The Structure and Interpretation of Computer Programs, Discrete Mathematics and Probability Theory, Foundations of Data Science, Probability and Mathematical Statistics in Data Science

WORK EXPERIENCE

Lawrence Berkeley National Laboratory (LBNL), Berkeley, CA

Undergraduate Research Apprenticeship Program Participant

February 2017 – May 2017

Digital Imaging Labs Employee

May 2017 – Present

- + Analyzed data obtained from a series of over 3000 century-old Native American wax cylinders using specially-developed technologies for the project in a partnership with the Phoebe Hearst Museum of Anthropology.
- + Developed and tested project-specific software in C# in close collaboration with a team of LBNL researchers.
- + Saved the project over \$10000 by helping develop improvements to the cylinder scanning mechanism for broken or severely damaged cylinders.
- + Presented work done on the project and its progress, helping secure large donations for the campus libraries.
- + Streamlined workflow by designing and constantly updating an instructional project manual.
- + Mobilized plans for expansion and trained four new team members, including one hired as a manager.

Educational Technology Services at UC Berkeley, Berkeley, CA

Function Lead, Auditorium Staff

August 2017 – Present

Staff, Auditorium Staff

August 2016 – Present

- + Lead a team of over 25 student employees in providing on-site technical support to professors and lecturers in the largest auditoriums on the UC Berkeley campus.
- + Optimized the hiring process by uniquely tailoring interviews resulting in hiring enough strong candidates to more than double the student workforce.
- + Mentored and motivated newly-hired employees, providing one-on-one advice and personalized training sessions to ensure optimal happiness and productivity.

NOTABLE PROGRAMMING PROJECTS

- + Created a basic version-control system that supported pushing, pulling, merging, and committing.
- + Developed a game similar to checkers using alpha-beta pruning allowing for AI vs. AI play.
- + Recreated the game 2048.
- + Programmed an interpreter for Scheme using Scheme.
- + Built a tower defense game in Python using a combination of OOP and functional programming.
- + Designed an interactive map visualizing restaurant ratings in Python using machine learning and the Yelp academic dataset.

LEADERSHIP

Golden Bear Orientation Leader at UC Berkeley, Berkeley, CA

- + Mentored 40 newly-accepted UC Berkeley transfer students through their transition from their previous academic institutions to UC Berkeley.
- + Led team discussions and ensured that all students were heard and accepted while discussing sensitive topics such as gender, race, and discrimination.

ACTIVITIES

Society of Women Engineers (SWE), Berkeley, CA

Team Tech

September 2017 – Present

- + Worked on a team of 12 women along with a corporate sponsor (DePuy Synthes) to develop and test prototypes to predict implant failure in miniature dogs, particularly when they experience distal radius fractures.
- + Lead the software team in developing the website layout built in Shiny using R.

Professional Development Month

September 2017 – December 2017

- + Organized small dinners and networking events for students with industry professionals to help promote gender diversity in tech.

SKILLS

Programming Languages: Python, Java, Scheme, C#, some JavaScript.

Tools: Git, JUnit Testing, Microsoft Office, SoundForge, basic LabView

Languages: English, Arabic, French