Nurfarahana

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SUMMARY

3rd Year Computer Science student specializing in AI and Data Science with hands-on experience in full-stack web development and machine learning. Seeking an internship in software engineering, web development, or AI/ML.

EDUCATION

Taylor's University   Sep 2023 - Present
Bachelor of Computer Science (Hons) - Artificial Intelligence with Data Science Extension   *Subang Jaya, MY*
Dual Award with University of the West of England (UWE), Bristol

- CGPA: 3.59

- Expected Graduation: Aug 2026

- **Relevant Coursework:** Machine Learning, Data Analytics & Visualization, Big Data Technologies, Computer Vision & Natural Language Processing, Internet of Things, Operating Systems & Computer Networks, Object-Oriented Programming, Database Systems, Software Engineering

EXPERIENCE

- **Freelance Web Developer**   Jan 2026 - Present
  Kuala Lumpur, MY
  - Building custom web applications using Next.js and TypeScript with Supabase backend and Vercel deployment
  - Collaborating with clients on requirements gathering, technical planning, and iterative feature development
  - Implementing third-party API integrations and responsive UI components for production-ready solutions

- **RoboThink**   Jan 2025 - June 2025
  STEM Education Instructor   *Kuala Lumpur, MY*
  - Taught Python programming and robotics engineering to ages 5-15, providing technical troubleshooting for both code and hardware during hands-on robot-building projects.
  - Instructed block-based coding fundamentals to ages 7-9, guiding students through gamified challenges focused on computational logic and problem-solving.
  - Tutored mathematics to ages 5-18 using Singapore Math framework, breaking down complex concepts with visual aids and tracking student progress.

- **Digital Agency (NDA)**   Apr 2023 - Dec 2024
  Head of Sales   *Perth, AU*
  - Grew sales from $250K to $1.1M (340% growth) while managing 6 teams and 50-70 employees
  - Recruited 20-30 professionals and designed training program that reduced onboarding from 6 to 2 weeks.
  - Managed 20+ clients across 8 countries and doubled average retention from 3 to 6 months.

SKILLS

- **Languages:** TypeScript, JavaScript, Python, HTML, CSS

- **Web Development:** Next.js, React, Tailwind CSS, Google Maps Places API

- **ML/AI:** scikit-learn, OpenCV, Groq API

- **Data and Infrastructure:** SQL, Supabase, Tableau

- **Tools & Platforms:** Git, Bun, Vercel, Figma, Spline, Canva

Projects

- **nomnomnow - Food Discovery Social Platform**   Jan 2026 - Present
  Next.js, TypeScript, Supabase, Google Maps Places API, Groq AI
  - Developed full-stack restaurant discovery app with Google OAuth and email authentication, enabling users to search, rate, and organize saved restaurants with custom tags for price range, occasion, and dietary preferences.
  - Integrated Groq-powered AI chatbot that analyzes user mood and saved preferences to generate personalized dining recommendations from personal lists or new suggestions.
  - Built social sharing system with 3-tier privacy controls (private/friends/public) and multi-filter search, allowing users to discover and browse community restaurant recommendations.

- **Final Year Project: Predictive Modeling of Vehicle Accident Risk**   Sep 2025 - Present
  Python, LightGBM, Random Forest, XGBoost, scikit-learn
  - Conducting research on ensemble learning methods for accident severity classification (minor/moderate/severe) using IoT sensor data from road conditions, weather conditions, and traffic volume.
  - Reviewed 20+ academic papers to benchmark LightGBM, Random Forest, and XGBoost as optimal models for traffic accident prediction applications.
  - Designed ML pipeline architecture and evaluation strategy using 5-fold cross-validation, ANOVA feature selection, and chi-square testing, targeting 80%+ prediction accuracy.

- **Interactive Portfolio Website**   Nov 2025 - Present
  Next.js, JavaScript, HTML/CSS
  - Designed and developed Y2K-inspired aquarium portfolio featuring multi-layered animations with swaying coral/seaweed elements and directional fish sprites.
  - Engineered interactive water physics system that responds dynamically to mouse movement and click events, with hand-crafted pixel art and dithered visuals.