Nadin Tamer

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EDUCATION

Stanford University, Stanford, CA   Expected Graduation: June 2023
- Bachelor of Science, Computer Science (Human-Computer Interaction); Education minor| GPA: 4.0/4.0
- Relevant Coursework: Principles of Computer Systems, Cross-Platform Mobile Development, Linear Algebra & Multivariable Calculus, Mathematical Foundations of Computing, Intro to NLP, Human-Computer Interaction

SKILLS

Technical Skills: Swift, SwiftUI, Xcode, Java, Android Studio, React Native, JavaScript, Python, C++, Git

EXPERIENCE

FBU Software Engineering Intern, *Facebook* | Java, Android Studio, Parse   June 2021 - August 2021
- Created Lexis, an Android language-learning app that helps users immerse themselves in their target language by seeing translated words and playing vocabulary games; used Wikipedia, NYTimes & Google Cloud Translation APIs
- Developed an interactive, computer-generated word search puzzle & swipeable flashcards for fun vocabulary practice
- Built an Instagram clone with a custom backend, a Twitter clone using Twitter's API, a movie app, and a to-do app

CS106 Section Leader (TA), *Stanford University* | Python, C++   January 2021 - Present
- Lead weekly discussion section for 12 students, grade assignments, and provide debugging help at office hours
- Teach concepts including programming fundamentals, object-oriented programming, data structures, and recursion

Undergraduate Researcher, *Stanford HCI Group* | Swift, SwiftUI   April 2020 - Present
- Implemented a sequencing game for an iOS app that teaches kids computational concepts through storytelling
- Conducted remote user studies with 30+ children to evaluate app UI/UX, learning transfer & engagement levels
- Received the "Outstanding Poster Award" at the CURIS 2020 poster session (awarded to 4 teams out of 100+)
- Won Honorable Mention Publication (Top 5%) in ACM Conference on Human Factors in Computing Systems 2021

Pinterest Engage Scholar, *Pinterest* | Python   June 2020 - July 2020
- Selected as one of 41 students to engage in workshops to build technical/professional skills for software engineer roles

SOFTWARE PROJECTS

Pebble, *CS 147 Final Project* | React Native, JavaScript
- Led development on Pebble, a cross-platform pregnancy app for partners, in collaboration with 3 teammates
- Conducted 10+ interviews for needfinding & user testing; iteratively designed 3 prototypes to improve UI/UX

Stanford Shell, *CS 110 Project* | C++
- Built a fully-functional shell supporting signals, pipelines & I/O redirection while managing concurrency challenges

Chatbot, *CS 124 Project* | Python
- Collaborated with 3 teammates to develop a chatbot that recommends movies based on the user's past ratings
- Implemented item-item collaborative filtering to recommend movies & spell-check suggestions based on edit distance

Oppia, *Stanford Code the Change* | Git, JavaScript, Protractor
- Contributed to open-source educational website Oppia by writing end-to-end tests for question-answer interactions

The Code of Life | Swift
- Created an educational 8-bit Swift playground that teaches kids programming by exploring the nature of DNA
- Presented *The Code of Life* to 120 computer science educators at the 2018 Swift Educator Summit

LEADERSHIP

Co-President, *Stanford Code the Change*   May 2021 - Present
- Supervise 3 teams developing software for nonprofits; build community for 100+ members by organizing social events

Fellows Program Director, *Stanford Women in CS*   May 2020 - Present
- Design and teach a year-long mobile app development curriculum for 40 fellows; provide help for personal projects

Education Data Science & Learning Engineering Fellow, *UC Berkeley/Schmidt Futures*   January 2021 - Present

AWARDS

Apple WWDC18 Scholarship Winner   June 2018