Arinah Karim

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EDUCATION

Indiana University, **Luddy School of Informatics, Computing, and Engineering** – Bloomington, IN *May 2023*
Bachelor of Science in Computer Science, *cum laude* | **Major**: Computer Science | **Minor***:* Human-Centered Computing | Cognitive Science

TECHNICAL SKILLS

Languages: JavaScript | TypeScript | Python | Java | PostGreSQL | C | C++ | HTML | CSS
Misc.: React | React Bootstrap | Bootstrap | Git | Redux | Jira | Agile | Postman | Node.js | NPM | Redis | Tailwind
Operating Systems: macOS | Microsoft Windows | Linux

EXPERIENCE

Intellicheck – Remote *Aug. 2023 - Present*
Fullstack Engineer
- Recognized by management as the lead front-end engineer for a crucial customer-facing project
- Provided live troubleshooting for a key account to resolve an implementation issue
- Collaborated directly with a client to implement their designs, delivering the final product one week ahead of schedule
- Work cross functionally to consistently meet sprint goals and ensure production-standard code

Robot-House Human Robot Interaction Lab – Bloomington, IN *Jun. 2020 – July 2023*
Undergraduate Research Assistant
- Researched facial cues and physiological arousal during human-robot interaction to better influence behavior tree decisions
- Outlined and crafted original human-robot activities that incorporate Honda Research Institute's Haru tabletop robot for older adults with dementia and preschoolers
- Designed and implemented Crunchy, the robot movie companion, for HRI Student Competition in 2021 and was awarded the Best Student Design Competition CREATIVITY Award

Relativity – Chicago, IL *May 2022 – Aug. 2022*
Software Engineer Intern
- Created designs for new button and modal using JavaScript, TypeScript, and HTML, and deployed to production within 1 week of receiving task
- Fabricated an accessible NuGet package with JUnit tests for general query-making to collect information from New Relic Dashboard

Center of Excellence for Women and Technology – Bloomington, IN *Aug. 2021 – May 2022*
Ethical AI Team Intern
- Assisted in creating foundation for brand new team through marketing and networking with other college organizations
- Constructed well-versed resource guide to assist community in becoming familiarized with artificial intelligence and its uses
- Orchestrated and led various educational events relating to artificial intelligence and ethics in technology to promote awareness and understanding of existing technologies and benefits and issues

PROJECTS

Pokémon NPC Trainer Classifier *Mar. 2023 - May 2023*
Python, TensorFlow, Pandas
- Led a team of three members in a project focused on exploring Pokémon NPC trainers encountered in the Pokémon video game
- Collaboratively created a comprehensive CSV file containing trainer class identification and corresponding Pokémon teams with nearly 4000 instances
- Performed data preprocessing such as standardization and implemented a LSTM model for a challenging 52-label classification problem

Kaggle's Spaceship Titanic *Apr. 2022 – May 2022*
R, RStudio
- Discovered hidden correlations by cleaning given dataset to determine if a passenger was transported or not
- Implemented logistic regression for binary classification with cleaned dataset and reached an accuracy rate of 75.03%
- Compared 2 RandomForest models and achieved 75.39% accuracy for model with cleaned data and 69.88% for model with raw data

Optical Mark Recognition *Feb. 2022 – Mar. 2022*
Python, PyCharm, Git
- Produced a computer vision system to produce a 70% accurate symbolic representation of music sheet in respective clefs
- Explored and implemented computer vision topics such as cross-correlation, convolution, Hough space, and Sobel operator
- Worked collaboratively on a 3-person team and led project to complete assignment prior to deadline

Autonomous Robotic Hand *Nov. 2021 – Dec. 2021*
C, RobotC, VEX Robotics
- Devised and collaborated on the creation of an autonomous robotic hand with the ability of lifting lightly weighted objects
- Traded speed for stability for robot to successfully lift objects within a range of 18 centimeters to 33 centimeters away
- Utilized linear regression to accurately predict the desired shoulder and elbow positions to grab an object given the object's distance

Light-Seeking Plant Robot *Nov. 2021 – Dec. 2021*
C++, Arduino
- Formulated and designed autonomous robot to search and find brightest light source to assist plant in receiving more sunlight
- Optimized search algorithm to decrease robot search time for sunlight from quadratic to nlog(n) time