Babiker Babiker

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EDUCATION

California State University, Fullerton — Expected Graduation: May 2026
Bachelor of Science in Computer Science
- Courses: Algorithms, Compilers, Databases, Software Engineering, Discrete Math, Assembly x86-64, Cybersecurity

El Camino College — June 2024
Computer Science Certificate of Achievement
- Courses: Data Structures, Object-Oriented Design, Functional Programming, Advanced C++ & Java

EXPERIENCE

Software Engineering Intern — Sept. 2024 – Nov. 2024
Bright Start Education-Tech — *Los Angeles, CA*
- Developed and maintained mobile applications for iOS and Android using React Native
- Assisted in designing and integrating MySQL databases to support seamless app functionality
- Collaborated with the design team to enhance UI/UX, increasing user retention by **25%**
- Utilized Jira for task tracking & tracking progress, reducing backlog completion time by **20%**
- Wrote, tested, and debugged code under the guidance of senior developers to ensure high-quality deliverables
- Researched emerging mobile app trends and technologies to enhance app performance and user engagement

Software Engineering Fellow — July 2024 – Sept. 2024
Headstarter AI — *New York City, NY*
- Completed a 7-week fellowship focused on AI development, collaborating on 3 team-based projects
- Reduced model response latency by **50%** through performance profiling and efficient data preloading
- Gained hands-on mentorship from engineers at Amazon, Bloomberg, and Capital One
- Refined technical interview skills through mock sessions, enhancing problem-solving and system design proficiency
- Published portfolio projects and demo websites, attracting **300+ users** and showcasing interactive AI solutions

PROJECTS

Proof — React Native, Supabase, Claude Sonnet 4, Gemini Pro 2.5, Letta — Mobile App
- Built cross-platform React Native app to help users stay accountable to goals via AI-verified photo check-ins
- Developed multimodal, stateful chatbot using Claude Sonnet 4 (via Letta) to generate dynamic goal prompts
- Enforced AI-based validation pipeline restricting check-in uploads to images with **7/10+ goal relevance score**
- Engineered backend with Supabase for auth, real-time sync, and proof submission tracking

Verba — Next.js, Supabase, Whisper.cpp, Llama 3, Web Speech API — Web-App
- Developed browser-based transcription aid using Next.js with Whisper.cpp for TTS and Llama 3 for transcribing
- Implemented real-time audio processing with Web Speech API and MediaRecorder, achieving **90% accuracy**
- Designed fault-tolerant system with error fallbacks, permission handling, and retry logic for API failures
- Reduced model latency by **88%** through optimization of inference pipeline and caching strategies

CardCrush AI — Next.js, Stripe, Clerk, Gemini, Firebase, Firestore, Material-UI — Web-App
- Developed AI-powered flashcard generator using Next.js, increasing user study efficiency
- Integrated Stripe for secure, scalable subscription-based billing
- Implemented user authentication and data synchronization using Clerk

IceMan — C++, OpenGL — Game
- Developed 2D game in C++, completing over **90%** of required features using OOP principles
- Refactored code into modular components, reducing debugging time by **35%**
- Designed responsive player control system, ensuring smooth interactions across all game levels

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C++, Java, SQL, x86-64
Frontend: React.js, Next.js, HTML, CSS, React Native, Material UI, ShadCN
Backend & Dev Tools: Node.js, Git, MySQL Workbench, Firebase, Supabase, GCP, Vercel, Jira
AI/ML: Transformers, Hugging Face, RAG, OpenAI, Claude Sonnet 4, Gemini, Whisper.cpp, Mistral-7B, Letta