

Estelle Ocran

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EDUCATION

New York University, Abu Dhabi, UAE

Expected Graduation: May 2021

Major: B.S Computer Science / Minor: Interactive Media

TECHNICAL SKILLS

Programming Languages / Tools: Python, Java, HTML/CSS/Bootstrap, Git, Numpy, Pandas, MongoDB, Flask, Tensorflow, Keras, MySQL, Javascript, C/C++, XML, Vue.js, React, Digital Ocean, Nodejs, Reactjs, Expressjs.

Relevant Coursework: Algorithms, Android Development, Computer Systems Organization, Computer Networks, Database Systems, Data Science, Data Structures, Discrete Mathematics, Large Scale Web Applications, Operating Systems.

PROFESSIONAL EXPERIENCE

Software Engineer Intern | Oracle Inc, Atlanta, GA

May 2020 – August 2020

- Designed and implemented three software programs to simulate different IoT environments on a Raspberry Pi to efficiently collect data from sensors and send over to a cloud service.
- Built a tool to automate multiple integrations between different IoT Cloud services which reduced integration time by about 90%.
- Designed and developed a customizable GUI that offers multiple features and allows users to select and run different devices for different IoT environments.

Technology: Python, Raspberry Pi, REST APIs, Tkinter, IoT Cloud Service, PyInstaller.

Backend Engineer | Mozilla Spring MVP Lab, Atlanta, GA

April 2020 – June 2020

- Created a Whatsapp chatbot with a backend integrated with a MongoDB database, that allows buyers to search for products in their neighbourhood, place orders, pay for products and view items in their cart.
- Unit tested and implemented user stories in a SCRUM environment and worked to sync with the seller bot developers to keep consistency in design.

Technology: MongoDB, Flask (Python), Whatsapp Business API, Twilio, Digital Ocean, React, Google Maps API.

Web Developer Intern | NYU Online Services & Applications (OSA), Abu Dhabi, UAE

May 2019 – May 2020

- Designed and developed the user interface for the internal central portal to update information on all external websites.
- Developed and maintained new REST APIs for integration with the internal websites.

Technology: Sass, Gulp, HTML/CSS (Bootstrap), Javascript, Git, Nodejs, Reactjs, Express.

Machine Learning Research Intern | NYU MoMA Lab, Abu Dhabi, UAE

May 2019 – July 2019

- Improved security against backdoors in machine learning models by 60% through developing filters that identify and remove triggers from poisoned inputs.
- Developed and identified stealthy triggers which can successfully be injected into inputs for machine learning models.

Technology: Python, Keras/Tensorflow, Numpy, Matplotlib.

PROJECTS

Haneen (won 2nd place at the NYUAD Hackathon for Social Good in the Arab World 2019)

- Created a mobile solution which converts Arabizi/English to pure Arabic text using NLP Python NLTK, Rosetta API, Repustate API, and Java.

JoystGame

- Developed a multiplayer shooting game controlled by joysticks using Processing and Arduino in C++.

Flixster

- Developed an Android mobile application that allows users to browse movies pulled from the Movie Database API using Java (Android Studio) and XML.

FitMinder

- Created an extension in Visual Studio Code that regularly reminds users to drink water and take a short break from their laptop.

HONORS & AWARDS

AnitaB.org GHC 2019 Scholar, CSAW'19 HackML Finalist, WiCyS 2020 Scholar, Mozilla Spring MVP Lab awardee, Code2040 Finalist.