FAKIYA IMANGALIYEVA

San Francisco, CA · fakiya@uni.minerva.edu · +1(628)-231-8879 · [LinkedIn Profile](#) · [GitHub](#) · [Website](#)

EDUCATION

Minerva University   **San Francisco, CA**
Bachelors of Science in Computer Science and Arts/Humanities   *2023 - 2027*
- Selective University with an acceptance rate of under 2%. Offers interdisciplinary project-based learning
- CS152 Theory and Application of AI, CS110 Data Structures and Algorithms, AH113 Dynamics of Design

CodePath - *iOS Development Bootcamp*   **Remote**
- Completed 7 iOS projects targeting different topics from SwiftUI to API calls

Linkedin & Onramp - Linkedin Intern Development Program   **Remote**
- Paired with a Senior SWE for hands-on mentorship, including pair programming sessions and mock technical interviews

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Skills

- **Design Skills:** UI/UX Design, Visual Design, Design Systems (Figma Components), AdobeXD, Figma, Procreate, Market Research, Prototyping, Usability Testing, Front-End Collaboration, Midjourney
- **Languages/Libraries/Frameworks:** Python, Swift, Javascript, HTML/CSS, R, SQL, NumPy, Pandas, Matplotlib, Keras, Tensorflow, PyTorch, Mediapipe, OpenCV, SwiftUI, UIKit, Query.js, Node.js, Express.js

PROJECT

Well-being App "Birge" | Design Systems, Figma, Firebase, Dart, Flutter   August 2022 - Sep 2023
- Developed a well-being app "BirgeApp" targeting female stress during the National Atyrau Youth Hackathon, using Flutter and Figma
- Excelled in the international Jas Ventures incubation program, ranking in the top-5 among 70+ competitors and gaining entry to the elite Startup Community. Pitched at Jas Ventures Almaty among top-10 startups, launched on Google Play with **50+ downloads**, demonstrating user adoption
- Finished in the top 5% out of 100 participants in USAID-sponsored 'Tumaris.Tech' International Accelerator, focusing on female advancement in Central Asia's tech industry. Pitched results at "Tumaris.Expo" Exhibition to an audience of 1k+

ACCOMPLISHMENTS

- Digital Painter, worked on 30+artworks on Procreate. Winner of School Chess Championships & Champion among girls under 16, 18 in Atyrau, Top-2 among Students in Nation.

EXPERIENCE

Gensler (Community Civic Project)   **San Francisco, CA**
Outreach and User Experience Designer   *Sep 2023 - Present*
- Evaluated Boeddeker Public Park in the Tenderloin for youth and family suitability, interviewing 50 locals, and explored survey methods for data collection to support a community-focused project
- Designed and prototyped a user-friendly website to enhance community engagement and accessibility, incorporating **Figma-based UI components** and an interactive online feedback form

Futre.me   **Mountain View, CA**
Product Testing Associate   *September 2024 - January 2025*
- Generated **100 AI-driven images** across **30 professions** using **Midjourney**, analyzing patterns to improve model accuracy and representation

iD Tech Camps   **Palo Alto, CA**
Python, Machine Learning and AI Instructor   *June 2024- August 2024*
- Taught Python Coding 101, Intro to Python Coding & AI, and AI and Machine Learning to over 100 students at Stanford University and San Francisco State University, focusing on **TensorFlow** and **OpenCV**
- Managed a disciplined learning environment on projects involving sign recognition and datasets like **MNIST** and **CIFAR**, guiding students through advanced concepts such as **CNN**, **DNN**, and **Deep Learning**