FAKIYA IMANGALIYEVA

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EDUCATION

Minerva University   **San Francisco, CA**
Bachelors of Computer Science and Economics   *2023 - 2027*
- Selective University with an acceptance rate of under 2%. Offers interdisciplinary project-based learning, analytical decision-making, creative problem-solving curriculum, and immersion in 7 countries

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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EXPERIENCE

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**

YouthSF   **San Francisco, CA**
Technology Intern   *April 2024 - June 2024*
- Assisted with computer hardware and software setup, provided troubleshooting and technical support to staff
- Managed code debugging, project backups, and computer maintenance

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
- Build Prototype of the Website, User-Friendly [Design](#), and form for online responses

[Birge](#)   **Astana, Kazakhstan**
Co-Founder & UI/UX Designer   *Dec 2022 - Aug 2023*
- Developed a well-being app "BirgeApp" targeting female stress during the National Atyrau Youth Hackathon, leading to a first-place victory and a prize of $760, 50+downloads on Google Play
- 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+

Skills

- **Languages:** Python, Swift, Javascript, R
- **Tools/Frameworks:** NumPy, Pandas, Matplotlib, Keras, XCode, SwiftUI, UIKit, SageMath, Tensorflow, PyTorch, HTML/CSS
- **Management Skills:** UI, UX, AdobeXD, Market Research, Figma, Visual Design, Notion, Trello

ACCOMPLISHMENTS

- Winner of School Chess Championships & Champion among girls under 16, 18 in Atyrau, Top-2 among Students in Nation. Digital Painter, worked on 30+artworks on Procreate
- 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
- Established the Atomic Girls Community of 5000+ people, promoting IT & Design education for young girls