Katharina Reimer

Enthusiastic Developer searching for SWE internships and full-time roles. rinareimer616@gmail.com rinareimer.com in/rina-reimer

SKILLS

Languages: C/C++, C#, CSS, Go, Java, JavaScript, Kotlin, Python, Ruby, Rust, SQL, Swift, TypeScript Frameworks: AngularJS, Bootstrap, Kubernetes, React, Spring, Vue.js Other: Figma, Git, jQuery, Linux, MySQL, Node.js, PostgreSQL, pandas, scikit-learn, Shadow, Unity

EDUCATION

B.S. Applied and Computational Mathematical Sciences University of Washington - Seattle, WA

Extracurriculars: UW Womxn's Rugby Club (Varsity Player), Software Engineering Career Club (Member), Husky Math Club (Officer)

Relevant Coursework: Introduction to Database Systems (CSE 414), Programming Languages & Implementation (CSE 413), Intermediate Programming Concepts And Tools (CSE 374), Data Structures & Algorithm Design (CSE 373)

PROJECTS

PageByPage | Lead Developer

- Collaborated on a cross-functional team to develop an iOS app to find, log, and review books.
- Utilized **Google Cloud Platform** for end-to-end development and **Firebase Firestore** databases to process user data, accessing book information from the Google Books API.
- Developed app with **Swift** and **SwiftUI**, releasing the app for beta testing on the iPhone app store.
- Conducted user research to ensure high customer value and accessibility compliance.

Job-Bob | Frontend Developer and UI/UX Designer

- Conducted frontend development and product design on a **Next.js** web application giving job searchers a friendly assistant to scan their resumes and offer local opportunities and courses.
- Led team of students using **Figma** for design and **Next.js** for implementation in the UWB Hacks AI.

Bit Connect | *Backend Developer*

- Led backend on a **Java** social networking application aimed to connect students in person using • location data and filtered matches between users based on fields of study and interests.
- Teamed with students using **Figma** to design the app prototype in the WINFO Hackathon.
- Drafted the source code with JVM and Gradle, and created the program with Swift.

Machine Learning Capstones | *BYJU's FutureSchool Student*

- Excelled in a weekly online **Python** training program of 200+ sessions with accompanying • projects, exceeding in machine learning and data modeling techniques.
- Mastered data cleaning/visualization and statistical representation techniques through over 100 • hands-on data science and analysis projects with large datasets from various sources.
- Gained coding experience and deepened knowledge of over 10 machine learning models, such as • Linear/Logistic Regression, Random Forest Classifier, and Fast Fourier Transformations.

WORK EXPERIENCE

Full Stack Developer | PeakMind

- Collaborated to create a gamified mental health app with **Swift** aimed at giving users accessible • and friendly resources, using AI, NLP, and gaming to offer personalized recommendations.
- Honed communication skills and time management, working on a team of 7 to deliver on a • fast-paced **software development cycle**, earning top spots in various app design competitions.
- Spearheaded a feature to track users' mental health data to give users custom plans using machine learning to analyze the large data set and use various psychology sources to give accurate feedback.

March 2024-April 2024

Expected Graduation: December 2025

April 2024

January 2024

August 2020 - November 2022

July 2024-Present

GPA: 3.62