

LINA ELATIK

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EDUCATION

Minerva University

San Francisco, CA

Majors: Computer Science (Artificial Intelligence) and Social Science (Cognition, Brain, and Behavior)

May 2026

- **Relevant Courses:** Data Structures & Algorithms, Intersection of AI and Psychology, Object Oriented Programming, Software Engineering, Social and Personal Motivation, Web development, Artificial Intelligence, Machine Learning.

SKILLS & INTERESTS

Programming Languages: Python, JavaScript, HTML, CSS

User Interface (UI): Visual Design, Typography, Iconography, Design Systems, High-Fidelity Prototyping, micro-interactions, UI Animation, Style Guides, Responsive Design, Design Tokens

User Experience (UX): User Research, User Persona Development, Journey Mapping, Information Architecture, Wireframing, Usability Testing, A/B Testing, UX Writing, Affinity Mapping, Heuristic Evaluation, Task Analysis

Data Analysis: Exploratory Data Analysis (EDA), Hypothesis Testing, Regression Analysis, Time Series Analysis, Predictive Modeling, A/B Testing, Cluster Analysis, Correlation Analysis, ANOVA, Multivariate Analysis.

PROFESSIONAL EXPERIENCE

Marketing Intern

San Francisco, CA (Remote)

Minerva University

September 2023 – Present

- Create engaging reels for the university's Instagram page (@minervauniversity), strategically targeting incoming students to bolster Minerva University's application rates.
- Conduct comprehensive growth experiments to analyze and optimize content performance, including evaluating the efficacy of various captions and materials in attracting a wider audience, hence increasing followers by 5000 in one year.
- Collaborated with the marketing team to conceptualize, develop, and execute comprehensive campaigns, contributing to ideation sessions and offering creative insights, as a result, interaction increased by 46% in 2024 compared to 2023.

UX/UI Design Intern

Cairo, Egypt

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March, 2023 – May 2023

- Collaborated with founders to define the product's brand identity by conducting user research through interviews and data analysis, making strategic decisions on color schemes, fonts, logos, and themes to align with user preferences and market trends.
- Developed a comprehensive application interface using Figma, incorporating iterative design processes that culminated in the final approved version by both the software engineers and founders [here](#).
- Worked with the front-end developer in employing Javascript for UI development and integrating backend code seamlessly within the application.

UX/UI Design Intern

San Francisco, CA

Hate is A Virus

Sep. 2022 – April. 2023

- Designed an intuitive [user interface](#) that effectively raised awareness about hate targeting the AAPI community through a compelling story-telling game format with multiple-choice interactions.
- Constructed high-fidelity and low-fidelity prototypes, leveraging user experience principles in Adobe XD, and continually refined them in collaboration with a partner.
- Utilized UX techniques to professionally create and implement six distinct decision trees, strategically segmenting the workspace into various intuitive and user-friendly flows that ease the user experience

PROJECTS

[Restaurant Recommendation Agent:](#) Python, HTML, Prolog, CSS, Jinja2

November 2024 - December 2024

- Collaborated with 4 teammates to develop a knowledge-based restaurant recommendation system using Prolog for logical filtering and Python (FastAPI) for backend integration, enhancing decision-making for over 50 M26 students in Buenos Aires.
- Designed an intuitive graphical user interface (HTML, CSS, Jinja2), improving user engagement through visually appealing, menu-based inputs, and real-time filtering with a 95% satisfaction rate during testing.
- Collected and analyzed 100+ data points from Google reviews, peer inputs, and firsthand visits, successfully overcoming data gaps and streamlining recommendations.

[8-puzzle solver:](#) Python, A* Search, NumPy, Matplotlib

October 2024 – November. 2024

- Developed and tested an advanced heuristic function for the 8-puzzle problem, ensuring it outperformed the Manhattan distance heuristic by reducing node expansions by 20% on average.