Anna Niedzialek

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EDUCATION

San Jose State University — San Jose, CA
Bachelor of Science in Computer Science, GPA: 4.00 — *Aug. 2024 – May 2026*

EXPERIENCE

Graduate Enrollment Management Assistant — Sept. 2024 – Present
SJSU — *San Jose, CA*
- Fixing 150+ website errors with SiteImprove, enhancing user satisfaction
- Developing and managed websites using HTML, and OmniCMS promoting College of Graduate Studies among 2,800+ students
- Pioneering the development and automation of the 6 Graduate Newsletters using Google Sites

Software Engineer Intern — June 2024 – Aug. 2024
Hewlett Packard Enterprise — *Warsaw, PL*
- Consolidated OpenAI API keys from 133 to 3 keys. Improved OpenAI vendor management for the following three aspects:
  * **Developer Happiness:** Reduced secret management costs for general AI developers
  * **Financial Cost Tracking:** Optimized clear cost segmentation for CAC vs R&D vs CoGs
  * **Guardrail:** Monitored guardrail under centralized OpenAI vendor control
- Gained proficiency in writing/maintaining production-quality code
- Incorporated GitHub for code collaboration, review, and source control
- Engaged continuous deployment(CICD) to efficiently ship change to production
- Attended weekly standup to practice Agile development
- Applied Datadog to monitor production system health
- Used PrestoSQL tool to analyze system and product features

Engineering Intern — June 2022 – July 2022
Arthrex — *Warsaw, PL*
- Assessed data using C++, Excel, and MATLAB, enhancing system reliability
- Prepared documentation, and technical reports with C++-based performance simulations promoting system optimization for medical users for the platelet-rich plasma projects
- Serviced medical equipment at 5 local hospitals through regular maintenance and diagnostic

PROJECTS

Motion AI | *Java, Python, AI/ML, MediaPipe* — Aug. 2024 – Present
- Proposed and initiated the AI motion capture project that was presented during SVIC 2024 competition
- Developed an AI-powered application to examine real-time movements and provide feedback to users
- Achieved 95% accuracy in pose estimation by implementing Dynamic Time Wrapping (DTW)
- Implemented algorithms using OpenCV and YOLO7 to track motion and identify posture deviations
- Optimized performance for real-time feedback, achieving under 500ms latency in motion analysis
- Reduced detection errors by 50% though Linear Interpolation and Moving Average algorithms

Cinema Management System | *Java, Object Oriented Programming* — Aug. 2024 – Oct. 2024
- Developed a cinema management system utilizing OOP principles
- Implemented features for ticket booking, movie scheduling, and managing user account
- Collaborated with 3 team members using GitHub ensuring streamlined teamwork
- Accomplished an intuitive user interface to optimize customer experience and usability
- Conducted 8 JUnit Tests to ensure code reliability, providing code coverage and prompt bug identification

TECHNICAL SKILLS

Programming Languages: Java, Python, C/C++, Haskell, Scheme, SWI Prolog
Developer Tools: Github, Ubuntu, Linux, VS Code, Visual Studio, IntelliJ, Eclipse, MATLAB, Omni CMS, Maven, Datadog, PrestoSQL, JUnit, SolidEdge, Solidworks
Frameworks: OpenCV, YOLOv7, AI/ML, JavaFX
Extra-curriculars: Silicon Valley Innovation Challenge, SolidEdge Certificate, NCAE CyberGames
Languages: English, Polish, Spanish, Russian