ASHKAN ARABI

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EDUCATION

Bachelor of Science in Computer Science, Mathematics Minor

University of Texas at El Paso, El Paso, TX

Graduating 05/26

GPA: 3.94

Major GPA: 4.00

Relevant coursework: Object-Oriented Programming, Data Structures & Algorithms, Operating Systems

SKILLS

Languages: Python(advanced), Java(advanced), Vala(mid), HTML/CSS(mid), JavaScript(mid), UML(mid), Bash(mid), Haskell(mid), LaTeX(novice), C++(novice), C(novice)

Tools: Linux(advanced), Git(advanced), GTK(mid), PyTorch(mid), TensorFlow(mid), NumPy(mid), Pandas(mid), React. JS(novice)

EXPERIENCE

Upcoming Information Technology Intern: Texas Instruments, Dallas, TX

May - August 2024

Undergraduate Research Assistant: UTEP, El Paso, TX

January 2024 - present

- Contributed to creation of Autistic vs neurotypical speech classifier by using AI/ML to synthesize training data.
- Developed an accent-changer model able to convert foreign English accents to native using HuggingFace pretrained models through their Python API.
- Implemented a **neural style-transfer model** or in **PyTorch** to learn PyTorch & explore usage for accent-changing.

Open-Source Contributor: GNOME Foundation, Remote

December 2023 - present

- Modernized GNOME Clocks' UI to add features such as full-screen timers and timer editing. (in progress)
- Fixed GNOME Clocks timers not progressing during system suspend by revising timer logic. (merged)
- · Added functionality to world clock to show country and state in case two cities have the same name. (open)
- Translated the GNOME Builder IDE to Persian.

Undergraduate Research Intern: Temple University, Philadelphia, PA

June - July 2023

- Published paper of presented at ACM MobiHoc about using Wi-Fi CSI for hand gesture recognition on smartphones.
- Developed CNN architecture to classify 5 gestures from 4 people in 6 scenarios using Keras.
- Obtained >90% classification accuracy by using techniques such as LR Scheduling.
- 1st place for the best REU site final presentation.

PROJECTS

CLI Car Dealership April 2024

- Wrote an Object-Oriented car dealership software in Java following MVC architecture, with 2300+ lines of code.
- Used Git & GitHub features such as pull requests, merges, branches, and rebasing for collaborating in team of 3.

Linux Timer 🗗 January 2024

- Developed a Linux timer application using GTK & Vala, using an event-driven architecture.
- · Implemented functionalities for starting, pausing, resetting, and editing timers, using different GTK4 widgets & signals.

Pong for MSP430 C November 2023

- Designed and implemented a C Pong game for MSP430, with paddle movement, ball physics, and score tracking.
- Achieved 30+ FPS gameplay by using partial framebuffer updating instead of redrawing whole screen.
- · Integrated buzzer audio feedback for game events such as ball-wall collisions and score updates.

Hacktoberfest 2023 October 2023

- Contributed to three open-source repositories through bug-fixes and translations.
- Fixed subtitle cutoff bug in ASCII video player written in **C** by debugging the subtitle buffer.

Fall 2022

- Developed a tic-tac-toe game using HTML, CSS, and JavaScript, with a special focus on the visuals.
- Used JavaScript to manage game state, handle player moves, and determine game outcomes.

LEADERSHIP

President & Founder - Free and Open-Source Software Club at UTEP 2

December 2023 - Present

- · Recruited team of 6 officers to host weekly workshops on git, Linux, Vim, open-source contributing, and more.
- Hosted UTEP's first open-source hackathon, OpenHack, attended by more than 12 first-time contributors.

Treasurer - Association for Computing Machinery at UTEP

August 2022 - January 2024

• Planned and executed the Sun City Hackathon; a three-day competition attended by **more than 20 students** to develop novel Al-powered apps.