ASHKAN ARABI

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EDUCATION

Bachelor of Science in Computer Science, Minor in Mathematics

the University of Texas at El Paso, El Paso, TX

Graduating 05/26

Major GPA: 4.00

GPA: 3.95

Relevant coursework: Object-Oriented Programming, Data Structures and Algorithms, Operating Systems, Matrix Algebra

EXPERIENCE

Information Technology Intern: Texas Instruments, Dallas, TX

May 2024 - August 2024

- Set up infrastructure for fab transporter robots by configuring Docker containers on Linux servers.
- Ensured system reliability through unit and integration testing with Insomnia.
- · Coordinated with 10+ sysadmins & stakeholders to configure Oracle SQL databases and internal APIs.

Open-Source Contributor: GNOME Foundation, Remote

December 2023 - June 2024

- Collaborated with software engineers in development of GNOME Clocks; used by thousands of Linux users to track time.
- Added features such as full-screen timers and timer editing (link to video demo ...).
- Fixed timers not progressing during system suspend by revising timer logic.
- · Added functionality to world clock to show country and state when two cities have the same name.

Undergraduate Research Assistant: UTEP, El Paso, TX

January 2024 - May 2024

- Contributed to creation of Autistic vs neurotypical speech classifier by using generative AI to synthesize training data.
- Developed an accent-changer model able to convert foreign English accents to native using HuggingFace pretrained AI/ML models through their Python API.
- Implemented a neural style-transfer model in PyTorch to learn PyTorch & explore usage for accent-changing.
- Reduced evaluation script runtime from 24+ hours to 10 minutes by rewriting loops as higher-dimension tensor operations.

Undergraduate Research Intern: Temple University, Philadelphia, PA

June - July 2023

- Wrote **first-author publication** 🗗 presented at ACM MobiHoc about using Wi-Fi CSI for hand gesture recognition on phones.
- 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

blog.ashkan.zone

August 2024

- Created a blog to share useful programming and life tips as I learn them.
- · Used React.JS, TypeScript, and Tailwind CSS to quickly bring my design to life, and Gatsby to add Markdown support.

PWAANG - a board game written in Haskell 2

May 2024

• Implemented a board game in Haskell (functional programming language) using monads, pattern matching, and recursion.

CLI Car Dealership 2

April 2024

- Wrote an Object-Oriented car dealership software in Java following MVC architecture & OOP design patterns.
- Used Git & GitHub features such as pull requests, merges and branches to work in team of 3.

Pong for MSP430 ☑

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.

LEADERSHIP

December 2023 - Present

- Recruited team of 6 officers to host weekly workshops on git, Linux, Vim, open-source software development, 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

• Held the Sun City Hackathon; a three-day competition attended by more than 20 students to develop Al-powered apps.

SKILLS

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

Tools: Unix/Linux(advanced), Git(advanced), PyTorch(mid), NumPy(mid), ReactJS(mid), Pandas(mid), Docker(novice),