Eideen Mozaffari

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Education

University of California, Los Angeles (UCLA)

Mathematics of Computation BS (Mathematics and Computer Science)

September 2022 – June 2026   GPA: 3.93

Relevant Coursework*:*

Principles and Practices of Computing (Python), *Introduction to Computer Science I* (C++), *Multivariable Calculus, Introduction to Computer Science II* (Data Structures and Algorithms, C++), *Discrete Structures*, *Linear Algebra, Introduction to Computer Organization, Differential Equations, Physics for Engineers: Mechanics, Oscillations, Waves, Electric and Magnetic Fields*

Experience

Premier Inc., Charlotte, NC   Jun 2023 – Sep 2023

Analytics Developer Intern

- Responsible for quantifying and profiling an unexplored company-owned dataset containing over 2.5 million people to initiate product development.
- UI/UX developer for my team's full-stack application used for data analytics, built in RStudio.
  - HTML, CSS, RMarkdown, and JS for the UI and Teradata for the Server
- Responsible for using for creating projects to research the React and Sass R packages to integrate the company's design system, which was written in React components and Sass modules.
- Built full-stack development and lifecycle knowledge, working with the company's staff software engineers.

eMAX Health Systems LLC, Delray Beach, FL   Jun 2022 – Aug 2022

Summer Research Intern

- Responsible for secondary research, quality control, and creating slide deck presentation for partnered pharmaceutical companies.
- Responsible for sorting the company's Mailchimp© database in Microsoft Excel to quantify and profile client interests via company surveys, and to update partners' contact information.

Projects & Clubs

Portfolio-Website (Project)   Aug 2023 - Current

- Created and deployed a front-end static portfolio website using HTML, CSS, Git, and GitHub Pages

Kalah (Project)   May 2023 - Jun 2023

- Designed and implemented the board game *Mancala* in C++ applying principles of Object-Oriented Programming and Data Structures & Algorithms and focused on code readability, program efficiency, and documentation.
- Created an AI player for humans to play against the computer by implementing concepts of *Game Trees* and *Minimax Algorithm* to determine the best possible move for an AI player given a current board state.

Association for Computing Machinery (ACM) at UCLA (Club)   Dec 2022 – Mar 2023

- Part-time designer/programmer for an ACM Studio team; collaborated on a full indie game—*Xinshen*—with other students using Unity & GitHub within a team of ~20 developers

Technical Skills

Programming Languages & Tools — C++, C, Python, R, HTML, CSS, GitHub, Teradata, Microsoft Excel

Current Independent Study/Work —JavaScript and React