

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

June 2023 – Present

Analytics Developer Intern

- Building market products with the Research, Analytics, and Innovations team and other internal teams
- Utilizing and applying a tech stack of RStudio (Shiny), Tableau, Teradata, and React to build applications for internal and external use. Currently, my work focuses on integrating React with RShiny to enhance front-end production.

eMAX Health Systems LLC, Delray Beach, FL

July 2021 – September 2021

June 2022 – August 2022

Summer Research Intern

- Performed secondary research to assess the value of pharmaceutical products
 - Created slide deck presentation for partnered pharmaceutical companies
 - Sorted Mailchimp© database in Microsoft Excel to update contact information of partners
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Projects & Activities

Kalah (Solo project)

- Designed and implemented the board game *Mancala* in C++ applying principles of *Object-Oriented Programming* and *Data Structures & Algorithms*, while using proper programming practices such as code readability, program efficiency, and providing comments
- Implemented an AI player for humans to play against the computer. Used concepts of *Game Trees* and the *Minimax algorithm* to determine the best possible move for my AI player given the current board state

Portfolio-Website (Solo project)

- Created and hosted a portfolio front-end website through project-based learning of HTML, CSS, and JavaScript

Association for Computing Machinery (ACM) at UCLA (Club)

- 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
 - Attended open workshops to learn about web app development, starting my self-study of HTML/CSS/JavaScript
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Skills

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

Proficiency in Microsoft Suite

Current Independent Study/Work — JavaScript and React