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

- Performed research and presented a final product given an unexplored company-owned dataset for clients
- UI/UX developer for my team's full-stack application
    - Using HTML, CSS, Markdown, and JS for the UI and Teradata for the backend
- Created small projects in RStudio using the RShiny package for testing and researching React and Sass R packages for a use case that implemented the company's design system

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

Summer Research Intern

- Performed secondary research and created slide deck presentation for partnered pharmaceutical companies
- Sorted Mailchimp© database in Microsoft Excel to update contact information of partners

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