# KAJIA COZIAHR

% www.kajcozi.com    in linkedin.com/in/kajcozi    ○ github.com/KajCozi    ✉ kajiacoziahr@gmail.com

## STATEMENT

Highly motivated computer science graduate passionate about innovation and world transformation through technology. Demonstrated ability to conduct strategic UX research for an at-risk population in a collaborative team environment. Seeking a challenging remote position that allows me to use my creative and technical skills to craft meaningful experiences.

## EDUCATION

### Bachelor of Science in Computer Science

**Montana State University**

📅 Graduated May 2022    📍 Bozeman, MT

- Minor: Data Science
- GPA: 3.78/4.00

Related Coursework:
Human-Computer Interaction, Interaction Design, User Interface Design, Social and Ethical Issues in CS, Data Mining, Statistics, Web Development, Databases, Networks, Programming with Java, Data Structures & Algorithms, Programming with C++, Advanced Software Engineering, Intermediate Technical Writing, Concepts of Programming Languages

## SKILLS

### Technical

- Qualitative Interviews, Wire-framing, Project Management, Usability Testing, Statistical Analysis
- Python, Java, R, LaTeX, HTML, CSS
- Adobe XD, Visual Studio, Pycharm, IntelliJ, R Studio, Github, Gitlab, Jupyter Notebook

### Personal

- Positive Attitude, Strong Work Ethic, Communication, Organization, Attention to Detail, Empathy, Integrity, Thrives in Team Environments

## AWARDS

- Zoot Enterprises Scholarship Recipient 2021
- Outstanding Undergraduate Researcher 2021
- Grace Hopper Scholar 2020
- Tadpull Scholarship Recipient 2020

## RESEARCH

### Project Manager/ Researcher

**Human Interaction Lab (www.humaninteractionlab.org)**

📅 Aug 2020 – Present    📍 Bozeman, MT

- Designing an evidence-based digital mobile health app for Opioid Use Disorder (OUD) using UX design thinking, with the help of experts in addiction psychology
- Pioneering the use of immersive technology to deliver cognitive behavioral therapy videos and breathing exercises to help mitigate cravings associated with OUD
- Conducting interviews with a sensitive population and analyzing their responses using the qualitative data analysis software, Nvivo.
- Applying findings by creating empathy maps and generating user personas
- Developing several iterations of high-fidelity wireframe prototypes using Adobe XD
- Disseminating discoveries by publishing a case study through Springer and presenting at the HCI International 2022 conference

### Research Experience for Undergraduates (REU)

**Montana State University**

📅 Jun – Aug 2020    📍 Bozeman, MT

- Explored the use of supervised and unsupervised machine learning methods for anomaly detection in network data using Python
- Preprocessed the KDDcup99 data set using covariance feature selection
- Used Precision, Recall, and F-Score to evaluate and compare the Local Outlier Factor, Isolation Forest, and Random Forest Classification algorithms
- Conducted experiments to optimize parameter settings
- Produced plots and analyses with side-by-side comparisons of algorithm efficiency

## MEMBERSHIPS

- Association for Women in Computing (AWC)
- National Society of Leadership and Success
- Federal TRIO Program
- Phi Theta Kappa Honors Society

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## WORK EXPERIENCE

### Residence Life Desk Clerk
**Montana State University**

📅 Aug 2019–Mar 2020    📍 Bozeman, MT

- Assisted residents as one of the primary customer service representatives in the building by answering questions and providing information about MSU resources and services
- Monitored safety and submitted nightly surveillance reports
- Answered phone calls, organized room keys, and documented/issued packages
- Worked collaboratively with co-workers to maintain organized documentation of daily activities and events

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### Summer Camp Director/Gymnastics Coach/Front Desk Staff
**Flathead Gymnastics Academy**

📅 Oct 2016–Jul 2019    📍 Kalispell, MT

**Summer Camp Director**

- Performed as the gym's only Summer Camp Director
- Created the curriculum for summer camp classes, gathered and prepared supplies

**Coach**

- Inspired and taught young gymnasts technical skills and mental strength within the sport
- Independently instructed and led various class sizes, ages, and ability levels
- Effectively created a positive, safe environment and influenced the growth and development of students

**Front Desk Staff**

- Greeted customers in a pleasant, professional manner
- Managed Family Accounts, enrolled new clients, booked events, and handled payments

## COMMUNITY

### Tech-n-Color Camp

📅 Aug 2022    📍 Montana Science Center

Instructed K-5th grade children on immersive technology use in an interactive XR demonstration

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### Circuit Building Event

📅 Jun 2022    📍 Montana State University

Led a group of 120 7th graders through a STEM-based circuit-building exercise

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### Immersive Technology Outreach

📅 Mar 2022    📍 Longfellow Elementary

Presented to a first grade class about how immersive technology can be used for non-gaming applications

## REFERENCES

### Laura Stanley

Associate Professor
Montana State University
(406) 994-4149
laura.stanley@montana.edu

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### Clemente Izurieta

Professor
Montana State University
(406) 994-3720
clemente.izurieta@montana.edu

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### Keri Hallau

K-12 Outreach Coordinator
Montana State University
(406) 994-7839
keri.hallau@montana.edu

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### Keeley Lowney

Owner
Flathead Gymnastics Academy
(406) 752-4000
flatheadgymnastics@gmail.com