PARSA KHAZRAVI

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Driven student looking to break into the software engineering / product management workspace. Passionate about video game design, the streetwear/fashion consumer market, and climate tech.

EDUCATION

University of California (4.00) - Irvine, CA   Expected Graduation: **June 2022**
Major: *Computer Science* | **Minor:** *Philosophy*
Relevant Coursework: Data Structures, Discrete Mathematics, Computer Organization & x86 Assembly, Linear Algebra, Calculus I & Calculus II, Software Engineering, Informatics, Statistics, Artificial Intelligence, Machine Learning & Data Mining, Technical Writing
Awards: Dean's List 2019, 2020

WORK EXPERIENCE

Peet's Coffee & Tea, *Barista,* Irvine, CA
- Worked behind the register, as a cashier, improving customer checkout times
- Made beverages that consistently exceeded customer standards and expectations
- Built positive relationships with regulars by using a CRM platform to remember their routines & preferences

ORGANIZATIONS

Product Association, *Member*, Irvine, CA
- Active member in UCI's first-ever student-run product incubator & fellowship
- Part of a small team working on a product that is an original idea, from start to end
- Allowed for better understanding of product management, product design, and product marketing roles
- (productuci.com)

PROJECTS

Personal Website, *Software Engineer*, Irvine, CA
- Built and designed my own personal website using HTML, CSS, Javascript, Netlify, and Github Pages
- Talked about industry niches that I am interested in, along with how they are important in the current world
- parsakhazravi.io

Baseball Trip Planner, *Technical Project Manager & Software Engineer*, Irvine, CA
- Built and worked alongside a team to implement a C++ backend and frontend using QT
- Used a BFS, DFS, & Dijkstra algorithm in order to optimize user planning for baseball trips
- Created a user login hierarchy using the QT manager and a SQLite database
- Used DOXYGEN & black/white box QA testing in order to specify user permissions and improve documentation
- Followed scrum based agile work environment; bi-weekly sprints, pointing poker, and Trello for planning
- https://github.com/Burnlit/CSMajors-CS1D-Project-2

SKILLS

Computer Languages:
- C++, Python, Java, HTML/CSS/Javascript, C, R, Assembly, Bash/Linux Command Shell

Frameworks:
- Agile Software Lifecycle (SCRUM)

Tools:
- Git, Draw.io, Qt SQL, Nelify

Interpersonal Skills:
- Product Management, Farsi, Computer Hardware

Interests:
- Climate Tech, Fashion, Automobiles, Portable Technology