Neema Rory Zahedi

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Experience

Apple **Jun. 2022–Sep. 2022**

Software Engineer Intern (Headphones, systems, and accessories team) *Cupertino, CA*

- Created and presented prototype and infrastructure for upcoming **Apple Airpods** features for iOS
- Enhanced audio quality and accessibility features for over **150 million** Apple Airpods owners using internal and public Swift and Obj. C audio and networking frameworks
- Functionality of new features to be released and extended across Apple ecosystem in next several years
- Conducted real-time networking analysis to evaluate and benchmark network latency for the prototyped features

HRL Laboratories **Feb. 2023–Jun. 2023**

Robotics Software Engineer Intern *Malibu, CA*

- Prospective robotics software engineer intern and recipient of HRL M.S. fellowship (awarded to 1/50 students)

Lenovo **Jan. 2022–May. 2022**

Software Engineer Intern *Remote*

- Constructed front and backends of dynamic user feedback webpages for the Lenovo app (50,000+ downloads) using HTML/CSS, JS, Java, and SQL to receive and incorporate user feedback for Lenovo products

Pfizer **Jun. 2021–Aug. 2021**

Robotic Software Engineer Intern *Remote*

- Automated liquid pipetting for the hamilton robotic machine with python scripts and C programming
- Empowered non-technical oriented scientists to perform complex pipetting steps with machine level precision and speed, reducing time of operations by over 200% through autonomous procedures
- Functionality utilized by the mass spectrometry team to aid in **Pfizer's vaccine development** and other operations

Education

M.S. Computer Science **Mar. 2022–Jun. 2023**

University of California, Santa Barbara *GPA: 4.0*

- Emphasis in Computer Systems; focusing in Computer Architecture research in UCSB's ArchLab

B.S. Computer Science **Sept. 2018–Mar. 2022**

University of California, Santa Barbara *Computer Science GPA: 3.80*

- Coursework: Data Structures & Algorithms, Object Oriented Programming, Artificial Intelligence, Machine Learning, Databases, Computer Networks, Software Defined Networking,Computer Architecture, Operating Systems, Probability and Statistics, Cryptography, and Run-time systems

Projects

CROMCH | *C++,Python,RISC-V assembly, Spike* **Sept. 2021-Jun. 2022**

- Using C++ to modify SPIKE source code to capture program state information (checkpointing), we analyzed and applied a series of optimization techniques with Python to reduce program size and runtime on a post-compile time basis

Pamelemma:Automatic Responsive Proof Grader | *C++, Z3/CVC4, GoogleTest,Docker* **Jan. 2021-Sept. 2021**

- Collaboratively added new functionality to UCSB's educational software to automatically grade and give responsive feedback to students' proofs for the Automata and Formal Languages class
- Expected use of **200 students annually**, as well as course staff, to facilitate faster and more responsive learning
- On average, student proof feedback calculated to be **2000% faster** compared to manual grading and feedback process, saving 20 hrs/week for instructors as well

Technical Skills

Languages: C/C++, Python, Swift, Java, SQL, JavaScript
Developer Tools: GDB,XCode, Docker, Git, VS Code
Platforms/Frameworks: GoogleTest, Linux, iOS, RiscV, AVFAudio, Apple Network [framework]