Aaron Sharif

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EDUCATION

University of California Santa Cruz

Santa Cruz, CA

Bachelor of Science in Computer Science

June~2026

• Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Object Oriented Programming in Python, Machine Learning Basics, Computer Architecture, Artificial Intelligence, Probability Theory, Operating Systems, Calculus I,II,III, Linear Algebra

EXPERIENCE

Undergraduate Machine Learning Researcher

September 2024 - Present

University of California, Santa Cruz

Santa Cruz, CA

- Conducting machine learning research under the mentorship of **Professor Jason Eshraghian**, focusing on advanced topics such as **Deep Learning**, **Neural Networks**, and novel architectures for spiking neural networks.
- Designed and implemented a variety of Convolutional Neural Network (CNN) architectures to analyze complex time-series datasets, utilizing PyTorch to build robust models for accurate prediction and pattern recognition.
- Optimized model training by distributing tasks across a cloud-based GPU cluster using Kubernetes, reducing training time by 50% and significantly improving computational efficiency.

Data Structures and Algorithms Group Tutor

September 2024 – December 2024

Baskin School of Engineering

Santa Cruz

- Led weekly instructional sessions covering core concepts in C/C++, with a focus on advanced debugging tools such as GDB, Valgrind, and UNIX commands to help students troubleshoot and optimize their code.
- Mentored over **50+** students weekly, providing guidance on assignments, projects, and test preparation, which contributed to a **15%** improvement in overall class performance for attendees.
- Collaborated with teaching assistants and faculty during regular feedback sessions to evaluate and implement strategies that enhanced student engagement and academic success.

Software Engineering Fellow

July 2024 - September 2024

 $HeadStarter\ AI$

Remote

- Built 5+ AI projects as part of an intensive fellowship, developing skills in HTML, CSS, ReactJS, NextJS, Firebase, OpenAI, AWS, Auth, StripeAPI, RAG, and Vectors.
- Coached by Amazon, Google, and Capital One on Agile, CI/CD, git, and microservice patterns.
- Developed projects from design to deployment, leading 3+ engineering fellows using MVC design.

Software Engineering Intern

June 2024 – August 2024

 $CodeDay\ Labs$

Remote

- Collaborated with a team to enhance the **Leaflet JavaScript library** by **30%**, resolving critical issues and improving performance by optimizing rendering processes and implementing data clustering techniques.
- Utilized CI/CD pipelines to automate testing, integration, and deployment, ensuring consistent and reliable updates to the Leaflet library.
- Developed and executed unit tests using the Chai library in conjunction with Mocha, increasing code coverage by 25% and ensuring robust functionality across key features of the Leaflet JavaScript library.

Computer Science Tutor

January 2024 - June 2024

Baskin School of Engineering

Santa Cruz, CA

- Tutored over 200 students in courses such as Computer Systems, Assembly Language, Foundations of Game Design, and Linear Algebra.
- Developed and modified 30+ Python and Bash grading scripts to automate the grading of students' labs and projects, reducing runtime by 31% and improving overall assessment accuracy.
- Facilitated weekly office hours to assist students with projects, lab assignments, and theoretical concepts, resulting in a 15% average increase in assignment scores for attendees.
- Held workshops covering programming concepts in MATLAB, HTML, CSS, JavaScript, Python, and RISC-V.

Projects

${\bf AI\ Flashcard\ Generator}\ |\ {\it Gemini,\ React,\ Firebase}$

July 2024

- Designed and developed an AI-powered flashcard generator with a React frontend, providing a seamless and interactive user experience.
- Integrated Firebase for efficient backend operations, enabling real-time data storage and retrieval.
- Leveraged Gemini to generate high-quality flashcard content, tailored to user input.

Distributed HTTP Server | C, Kubernetes, Sockets, HTTP Protocol

October 2024

- Designed and implemented an HTTP server in C supporting GET and PUT requests, handling client connections using socket programming. Developed the ability to read and write data over HTTP in compliance with the protocol's structure.
- Implemented a robust request processing system for error handling, ensuring the server produces appropriate HTTP 200, 400, 404, and 500 responses based on the request's validity and file presence.
- Tested server functionality using **cURL** and **netcat** to ensure correct parsing of client requests, file management operations, and response generation under various conditions.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (PostgreSQL), JavaScript, HTML/CSS, RISC-V

Frameworks/Libraries: React, Node.js, FastAPI, NumPy, Sci-kit Learn, Express.js, Firebase, OpenAI API, gemini, pytorch, snnTorch

Tools: Git, Docker, Google Cloud Platform, VS Code, UNIX, valgrind, GDB