

Zeid Aldaas

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Education

California State University, Fullerton

B.S. Computer Science | Current GPA: 3.76 | Expected Graduation: May 2025

Relevant Coursework:

- Lower Division: CS 131 - Data Structures, CS 223P - Python Programming, CS 253 - Cybersecurity.
- Upper Division: CS 332 - File Structures & Databases, CS 335 - Algorithm Engineering, CS 351 - OS Concepts, CS 362 - Software Engineering, CS 375 - Data Science, CS 454 - Cloud Computing & Security, CS 456 - Network Security, CS 471 - Comp Communications, CS 481 - Artificial Intelligence, CS 483 - Machine Learning.

Projects

Knight's Quest | Unity, AI, C# | github.com/Zaldaas/Knights-Quest

- 2D platformer video game project developed in Unity containing 3 levels with varying mechanics, from platform jumping, to hazard dodging, to combat with a final boss intelligently trained with a neural network.

SportSpot | Firebase, Java, Git, Agile, Scrum | github.com/Zaldaas/SportSpot

- App to set up and find pickup sports events through connecting with other users and their posts.

AI Flashcards | Next.js, Firebase, Git, OpenAI, Stripe, Clerk | github.com/Belalaskaik/-AI-Flashcards-Stripe

- Website with subscription tiers which can generate a series of flashcards based on user input using OpenAI.

College Database | SQL, PHP, HTML, Linux | github.com/Zaldaas/File-Structures-and-Databases-Project

- Web database application for a university that manages information related to professors, departments, courses, sections, students, and enrollments.

Technical Skills

- Languages: Python, C/C++/C#, Java, JavaScript, HTML, CSS, SQL, PHP, Assembly.
- Tools: React, Node, Flask, Bootstrap, Firebase, Git, Bash, Unity, Linux, JupyterNotebook.
- Miscellaneous: AI, Agile, Scrum, Sales, Account Management, Customer Service, Teaching/Tutoring.

Experience

Data Analysis Automation Intern

Edwards Lifesciences | Irvine, CA | September 2024 - Present

- Developing a Python-based automation tool to streamline complex data analysis workflows, reducing processing time by over 50% and minimizing human error.
- Implementing advanced algorithms to extract critical metrics, ensuring high precision and reproducibility.
- Designing a user-friendly interface and modular components, enabling seamless integration into existing workflows and facilitating ease of use for diverse technical teams.

Software Engineering Fellow

Headstarter AI | Remote | July 2024 - September 2024

- Developed key projects using technologies such as HTML, CSS, DNS, ReactJS, NextJS, Firebase, OpenAI, AWS, Authentication, Stripe API, RAG, and Vectors.
- Acquired experience in AI-driven solutions, web development, and the integration of cutting-edge technologies.
- Created AI-powered web applications leveraging RAG, utilizing API integrations with Llama, OpenAI, and Gemini models.