

Zeid Aldaas

(951) 410-7430 | aldaaszeid@yahoo.com | zaldaas.com | linkedin.com/in/zaldaas | github.com/Zaldaas

EDUCATION

California State University, Fullerton

B.S. Computer Science | January 2023 - May 2025 | GPA: 3.76

Relevant Coursework: Data Structures, Algorithms, Software Engineering, Artificial Intelligence, Machine Learning, Data Science, Cloud Computing, OOP, Operating Systems, Databases, Computer Communications, Network Security

EXPERIENCE

Software Developer

Stealth Startup | Remote | March 2025 - Present

- Collaborating with startup team to architect and develop a cutting-edge software solution
- Driving innovation and problem-solving in a fast-paced, iterative development environment
- Ensuring code quality, maintainability, and robustness through best coding practices
- Details about the startup restricted due to confidentiality

Data Automation Developer

Edwards Lifesciences | Irvine, CA | September 2024 - May 2025

- Led a cross-functional team in the end-to-end development of DSC PhasePro, a Python-based automation tool that streamlines complex DSC data analysis workflows, minimizing human error and cutting analysis time by over 50%
- Implemented advanced data processing and algorithmic solutions to automatically detect overlapping phase transitions and extract precise transformation temperatures and enthalpies with high reproducibility
- Designed a user-friendly interface featuring interactive plots containing visualization of DSC analysis results, along with search, edit, and export capabilities, ensuring intuitive use and seamless integration into existing R&D workflows

Software Engineering Fellow

Headstarter AI | Remote | July 2024 - September 2024

- Developed key projects using technologies such as React, Next.js, Firebase, AWS, Vercel, Stripe, and Clerk
- Created AI-powered web applications leveraging RAG with Pinecone, utilizing API integrations with OpenAI and Llama models
- Acquired practical experience in AI-driven solutions, web development, and the integration of advanced methods

PROJECTS

AI Rate My Professor | *Python, JavaScript, HTML/CSS, Next.js, AWS, OpenAI, Pinecone, RAG* | [View Demo](#), [View Code](#)

- Intelligent AI-powered chatbot that helps students find detailed information about professors, their teaching styles, and ratings using OpenAI API and Pinecone for RAG, deployed on an AWS EC2 instance

College Database Website | *TypeScript, HTML/CSS, SQL, PHP, React, Bootstrap, Laravel, CORS* | [View Demo](#), [View Code](#)

- Web database application designed for a university that manages information related to professors, departments, courses, sections, students, and enrollments, integrating REST APIs for data retrieval and manipulation

SportSpot | *Java, XML, Git, Firebase, Android Studio, Agile Methodologies* | [View Presentation](#), [View Code](#)

- Mobile app to set up and find pickup sports events through registering and finding other users to connect with, alongside the ability to create and view other posts

Knight's Quest | *C#, Unity, AI/ML* | [View Demo](#), [View Code](#)

- 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

SKILLS

- **Languages:** Python, C, C++, C#, Java, JavaScript, TypeScript, HTML, CSS, XML, SQL, PHP, Assembly Language
- **Web Development:** React/Next.js, Firebase, Angular, Bootstrap, Node, Laravel, .NET, Flask, CORS
- **Platforms & Tooling:** Git, Linux, AWS, Vercel, Android Studio, Jupyter NB, OpenAI, Stripe, Clerk, Pinecone, Unity
- **Concepts:** Data Analytics, AI, ML, RAG, Cybersecurity, Software Engineering, Agile Methodologies