Arzang Kasiri

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EDUCATION

University of California, Irvine
B.S. in Computer Science, June 2017
- **Specialization:** *Information, Intelligent Systems*
- **Major GPA:** 3.60
- Member of ICS Honors

SKILLS

Programming: Java, Python, C#, C++, HTML
Technologies: MySQL, AWS, Apache Tomcat, Linux, Unity3D, Android Studio, JSON, Git

EXPERIENCE

Institute for Software Research, UC Irvine **May 2016 - July 2017**
Undergraduate Augmented Reality Researcher: *C#, Unity3D, Python, AWS*
- Designed and developed prototype tele-rehab game systems for stroke patients to increase recovery rates and improve engagement by incorporating augmented reality (AR) into rehabilitation programs
- Gathered requirements and feedback from 7 therapy team members at the Neural Repair Lab and UCI Med School, utilizing effective communication to understand and interpret design specifications
- Published a +30 page technical report documenting and presenting the working prototype from the role
- Work backed by a $2000 research fellowship, presented at UCI Research Symposium and ISR Forum 2017
- Experimented with developing multi-player games and social chat clients for elderly stroke survivors to use to help combat loneliness and isolation

PROJECTS

SortofNetflix: *Java, MySQL, HTML, AWS, Tomcat, Linux, Android Studio* **January 2017 - March 2017**
- Developed functional web-based commercial website, allowing users to search, sort, and fictitiously sell real movies
- Served custom web pages to users utilizing Apache Tomcat and Java Servlets
- Deployed website's server as a Linux EC2 instance on the Amazon Web Services cloud
- Built Android application to function as an alternative means of interfacing with the online system

MyNurse: *Java, XML, Android Studio, Git* **November 2016**
- Developed Android app that helps patients with chronic heart failure record and track their vitals
- Mentored 2 junior team members, cultivating their problem solving skills and helping them grow
- Gathered requirements and feedback for MyNurse app from a non-technical nursing student, utilizing effective communication to understand and interpret design specifications
- Designed XML views and wrote backend Java code using Android Studio

Bubble Buddy: *AngularJS, HTML, MongoDB, Git* **April 2016**
- Interactive companion MEAN stack webapp that helps children with autism socialize and distinguish emotional cues and teaches basic math
- Wrote HTML and AngularJS code and produced bubble buddy questions and dialogue
- Won "2nd Place" and the "Hype Award" at the Autism AppJam

Unsupervised Yelper: *Anaconda Python3, scikit-learn, NLTK, JSON, git* **January 2016 - March 2016**
- Implemented sophisticated learning algorithms to identify, aggregate, and summarize topics in Yelp reviews
- Tested different algorithms and hyperparameter configurations to find one that yielded optimal results
- Iteratively refactored machine learning pipeline, improving efficiency and readability
- Wrote methods to parse and integrate provided JSON data into ML pipeline

LEADERSHIP

Change Thru Games Fundraiser **November 2015**
Circle K, University of California, Irvine
- Chaired a 24 hour fundraiser event that raised over $750 to go towards combating neonatal tetanus
- Planned the itinerary of the event and facilitated the event while working with 7 other committee members