Aliya Renee Khan
B.S. Computer Science & B.A. Anthropology

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Education

University of Michigan - Ann Arbor
B.S. Computer Science
B.A. Anthropology
Overall GPA: **3.71/4.00**
Anthropology GPA: **4.00/4.00**
Expected Graduation: May 2019

Skills

Back-end: C++, Python, Command Line, SQL

Front-end: HTML, CSS, JavaScript ES6, react.js

Software: Blender, Autodesk Maya, Adobe Illustrator, Adobe Photoshop, Atlas.ti, MeshLab, GitHub

Other: Ethnographic Research, DSLR Photography, Analytical Writing, Blogging, Museum Research, Teaching, Sustainability, Marketing

Coursework

Computer Science
Software Engineering
Web Systems
Social Computing
Computer Security
Foundations of Computer Science
Data Systems & Algorithms
Computer Organization

Anthropology & Media
Mexican Exposures Ethnography Lab
Documentary Photography
New Media Theory
Museums and Societies
Ethnic Diversity in Japan
Culture, Thought & Meaning
Medicine & Healing
Biological Anthropology
Language & Culture
Prehistoric Archaeology
Zen Buddhism

Involvement

Kappa Theta Pi Professional Technology Fraternity
Participation in monthly meetings, professional development, and tech-related events. Gave two presentations on digital archaeology and ethical consumption.

Experience

ANKURI
Dehradun, Uttarakhand, India
Jun - Aug 2018
Business, Website, and Education Intern
- Redesigned entire website using Squarespace, assembled various types of media and wrote promotional material. Negotiated domain name transfer.
- Developed a business strategy to sell ANKURI products in the United States
- Conducted intensive ethnographic interviews about ethical business practices and the impact ANKURI has on the day-to-day lives of its participants
- Navigated language barrier to teach English in local schools

Ruthven Museum of Natural History
Ann Arbor, MI
Jan 2018 - pres
Museum Technician
- Created fifteen short animation clips using Blender and MeshLab for use in new exhibits
- Developed 3D models of fossils and artifacts using MeshLab, RealityCapture, and DSLR photography to be used in educational models and academic research

The Gabii Project
Ann Arbor, MI and Rome, Italy
`Sep 2015 - Apr 2017
Research Assistant
- Mapped an archaeological site outside of Rome, Italy using ArcGIS
- Developed over 50 interactive models of the site using 3D software
- Presented work in several undergraduate research and classical studies symposiums
- The published 3D environment will greatly impact the way archaeological information is recorded by preserving objects in their original contexts.

Projects

Honors in Sociocultural Anthropology
Ann Arbor, MI and Dehradun, Uttarakhand, India
Jun 2018 - pres
- Completing a 50-75 page intensive honors thesis about ethical production, consumption, and fair trade business practices related to ANKURI, an India-based NGO

EECS 485 Instagram Project
Ann Arbor, MI
Sep - Oct 2017
- Used Python and HTML with Jinja templates in order to develop a static website generator.
- Created a server-side dynamic site using sqlite3 with Python. The functionality of this server site mirrored the actual Instagram application, with the ability to add and delete users, login, follow and unfollow, and like and unlike posts.
- Added client-side dynamic functionality using REST APIs and react.js in order to develop a complete web application.