

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

Front-end: HTML, CSS, JavaScript

Software: Blender, Autodesk Maya, Adobe Illustrator, Adobe Photoshop, MeshLab, GitHub

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

Coursework

Computer Science

Software Engineering

Web Systems

Social Computing

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

Participates in monthly meetings, professional development, and tech-related events. Gave two presentations on digital archaeology and ethical consumption.

Experience

ANKURI

Jun - Aug 2018

Dehradun, Uttarakhand, India

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

Jan 2018-pres

Ann Arbor, MI

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

Sep 2015 - Apr 2017

Ann Arbor, MI and Rome, Italy

Research Assistant

- Used ArcGIS to map an archaeological site outside of Rome, Italy
- Worked with 3D Coat, PhotoScan, and Unity Gaming Environment to develop over 50 user-friendly, interactive 3D models of the site
- Received direct training in photogrammetry, 3D modeling production, and topography
- 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.

Honors in Sociocultural Anthropology

Jun 2018 - pres

Ann Arbor, MI and Dehradun, India

Completing a 75 page, intensive honors thesis about ethical consumption and fair trade business practices related to ANKURI, an India- based NGO.

EECS 485 Instagram Project

Sep - Oct 2017

Ann Arbor, MI

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.