

Ania Zdziarska

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EDUCATION

University of California, Irvine SEPT. 2019 – Present
Computer Science B.S. and Language Science B.A.
GPA: 3.9 – Dean's Honors List 12 Consecutive Quarters
Specialization in Information
Relevant Coursework: Data Structures and Algorithms, Intro to Artificial Intelligence, Boolean Algebra, Relational Algebra, Information Retrieval, SQL Programming

WORK EXPERIENCE

Coding Minds Academy MAR 2022 – AUG 2022
Private/Group Tutor

- Taught Python, Roblox Studio and Minecraft Education Edition.
- Responsible for ensuring 1-10 students understand programming basics and computer skills with children ages 6-14.

DevzAI JUN 2021 – AUG 2021
Software Engineering Intern

- Analyzed and fed processed data into an artificial neural network using NLTK (Natural Language Toolkit), reducing the evaluation time of descriptions from minutes to less than a second.
- Utilized AWS and Python to extract ticket data to automate evaluation of job ticket descriptions twice daily.

Bilingualism, Mind, and Brain Lab SEPT. 2019 – DEC 2021
Research Assistant

- Worked with established researchers to collect data using AXCP-T, Eye Movement Tracking and EEGs.
- Analyzed differences in perception amongst heritage language speakers and those that learnt a second language.

SKILLS

Technical: Python, C++, Java, JavaScript, HTML, CSS, SQL, Angular, React Native
Lab Data Collection: AXCP-T, EEG Data Collection Analysis, Eye Movement Tracking
Languages: Upper-Intermediate Korean, Upper-Intermediate Spanish, Rudimentary Japanese

PROJECTS

ZotEmpty - Empty Room Display In Progress

- Extracted data from the UCI website to find and display information on when lecture halls are empty to aid students in finding a place to study.
- Crafted an app to display the information using React Native.

Checkers_AI JUN 2020

- An artificial intelligence algorithm in Python that uses Monte Carlo Tree Search and minmax checking to beat Checkers games.
- 80% more successful at winning a 7x7 board than an average person.

Rat in a Maze JULY 2022

- Used a backtracking depth first search to find a path from the start point to a goal in C++.

BooText - a Text Editor MAY 2022

- Created a terminal-based text editor in C++
- Implemented key features such as allowing text to be displayed and edited upon keyboard key presses and basic functions such as Ctrl-Z.