

# ANIA ZDZIARSKA

Irvine, CA • [aniazdz@gmail.com](mailto:aniazdz@gmail.com) • [aniazdz.com](http://aniazdz.com) • [github.com/aniazdz](https://github.com/aniazdz)

## EDUCATION

### University of California, Irvine

Expected Graduation – WINTER 2024

Computer Science B.S. and Language Science B.A.

GPA: 3.9 – Dean's Honors List 14 Consecutive Quarters

Specialization in Information

Relevant Coursework: Data Structures and Algorithms, Intro to Artificial Intelligence, Boolean Algebra, Relational Algebra, Information Retrieval, SQL Programming, User Interaction Software, Next Gen Search Systems

## WORK EXPERIENCE

### Power Meta Corporation

JUN 2023 – SEP 2023

Product Manager Intern

- Collaborated closely with leading Product Manager, assisting in daily operational tasks and strategic initiatives.
- Leveraged Figma for UI/UX design, translating concepts into visually engaging prototypes and ensuring a user-centric approach and seamless user experiences.
- Contributed to marketing efforts by devising strategies that enhanced product visibility and engagement, increasing follower count by 150%.

### 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 Jira 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, HTML5, CSS, MySQL, AngularJS, React Native

Lab Data Collection: AXCP-T, EEG Data Collection Analysis, Eye Movement Tracking

Languages: Upper-Intermediate Korean, Upper-Intermediate Spanish, Rudimentary Japanese

## PROJECTS

### Checkers\_AI

DEC 2022

- 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.

### Basic Search Engine

DEC 2022

- Wrote a search engine from the ground up that is capable of handling two thousand Web pages.
- Utilized tf-idf, as well as cosine similarity to help in indexing and reduce result return times to be under 100 ms.

### 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.