

# Ania Zdziarska

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## EDUCATION

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<b>University of California, Irvine</b>	SEPT. 2019 – Present
Computer Science B.S. and Language Science B.A.	
GPA: 3.88 – 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

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<b>Coding Minds Academy</b>	MAR 2022 – AUG 2022
Private/Group Tutor	
<ul style="list-style-type: none"><li>Taught Python, Roblox Studio and Minecraft Education Edition.</li><li>Drilled programming basics and computer skills with children ages 6-14.</li></ul>	
<b>DevzAI</b>	JUL 2021 – AUG 2021
Software Engineering Intern	
<ul style="list-style-type: none"><li>Analyzed and fed processed data into an artificial neural network using NLTK (Natural Language Toolkit).</li><li>Utilized AWS and Python to extract ticket data to automate evaluation of job ticket descriptions</li></ul>	
<b>Bilingualism, Mind, and Brain Lab</b>	SEPT. 2019 – DEC 2021
Research Assistant	
<ul style="list-style-type: none"><li>Worked with established researchers to collect data using AXCP-T, Eye Movement Tracking and EEGS.</li><li>Analyzed differences in perception amongst heritage language speakers and those that learnt a second language</li></ul>	

## SKILLS

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

## PROJECTS

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<b>UCI Empty Room Display</b>	In Progress
<ul style="list-style-type: none"><li>Extracted data from the UCI website to find and display information on when lecture halls are empty.</li><li>Planning on using a combination of Python for backend and HTML, CSS, and JavaScript for frontend.</li></ul>	
<b>Rat in a Maze</b>	JULY 2022
<ul style="list-style-type: none"><li>Used a backtracking depth first search to find a path from the start point to a goal in C++.</li></ul>	
<b>Text Editor</b>	MAY 2022
<ul style="list-style-type: none"><li>Created a terminal-based text editor in C++</li><li>Implemented key features such as allowing text to be displayed and edited upon keyboard key presses and basic functions such as Ctrl-Z.</li></ul>	
<b>Hunter and Prey Simulator</b>	JUN 2020
<ul style="list-style-type: none"><li>Explored competency in Python to make a game-like display</li><li>Programmed a simulator displaying different shapes to act as both predator and prey when placed on the screen that would, changing the predators upon consumption of prey.</li></ul>	