Aram Kazorian

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Education

University of California, Berkeley

B.A. in Computer Science, Class of 2023

GPA: 3.65

Relevant Courses: Data Structures and Algorithms, Discrete Math and Probability (In Progress), Structure and Interpretation of Computer Programs, Circuits and Linear Algebra, Calculus II

Experience

UC Berkeley - Computer Science Mentors (CSM)

Junior Computer Science Mentor - Data Structures and Algorithms

- Taught and mentored a group of 4-5 students on the topics of Data Structures and Algorithms students by using problem based worksheets.
- Wrote mini-lectures and created collaborative environment to work on problems covering course topics.

UC Berkeley

Data Structures and Algorithms - Academic Intern

- Responsible for assisting course staff in daily lab sessions to help reinforce students' knowledge of course material.
- Course topics taught include foundations of Java and Object-Oriented Programming, asymptotic complexity of sorting and graph algorithms and data structure operations, along with the usage of Git.

UC Berkeley

Structure and Interpretation of Computer Programs - Academic Intern

- Assisted course staff in weekly lab sessions by QA'ing students to establish a foundation of programming and the interpretation of programs.
- Course content taught includes Python syntax, Object-Oriented Programming, recursive data structures, and the internals of a language interpreter.

Projects

Gitlet

UC Berkeley, Data Structures

- Utilized knowledge of file systems, algorithms, and data structures to implement an efficient and usable version control system similar to Git.
- The API mimics Git's basic local commands such as init and add, and allows for committing, branching, merging, and status checks.

Converter for Files to Audio

- Command-line interface that converts video files, such as .mp4 into uncompressed audio files (.wav).
- User can input timestamps, such as "18:11" and "21:31", to extract the audio from that time frame and store these as separate audio files.

Lines of Action

UC Berkeley, Data Structures

- Implemented an API that includes a GUI following the rules of the game.
- The API allows for a full two-player game and includes a fully functioning AI, which calculates moves based on the A* search algorithm using a heuristic designed for the problem space of the game.

Technical Skills

Java, Python, C++, Git, UNIX