Ariana Parisa Shafiee

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EDUCATION

Johns Hopkins University | 3.71/4.0 GPA, B.S in Computer Science & Cognitive Science, Minor in Environmental Studies

WORK EXPERIENCE

Social Tech Labs | Software Engineering Intern   **June 2024 – August 2024, Cleveland, OH**

Working under the National Science Foundation's iCAP program tasked with building a less-toxic social experience, with no profiles or 'likes'
- Developed scalable backend services for our app Fzz5 using AWS Lambda, API Gateway, SQS, and DynamoDB, achieving 95% uptime.
- Built a real-time analytics pipeline with AWS Athena and S3 to track user behavior and drive feature improvements.
- Enhanced AI image generation via AWS Bedrock; wrote backend logic in GoLang within an Agile, microservices environment.

AstraZeneca Inc. | Software Engineering Intern   **May 2023 - Aug 2023, Gaithersburg, MD**

Team: Health Research & Products - Creating tools that empower care providers & researchers to transform health through tech
- Designed & developed an IOS app w/ SwiftUI, UIKit & ResearchKit, streamlining the creation of medical research apps
- Maintained CareKit framework **used by researchers nationwide** to create health studies & advance patient care
- Placed **2nd out of 25+ teams** in AstraZeneca's ideation competition judged by executives, presented our idea company-wide

Inbound Careers Inc. | Software Engineer   **July 2022 - April 2023, Baltimore, MD**

University recruiting platform that connects diverse student organizations directly with employers and recruiters
- Developed a full-stack web app w/ client-server architecture using React & JS for the frontend & Firebase for the backend
- Created student & recruiter portals, facilitating recruiters from **Blackstone, Mastercard & Deloitte** to reach out to students
- Emphasized platform scalability; adoption by students from **16 universities** including Stanford, Northwestern & UCs

SOFTWARE PROJECTS

Daily Grind Café Chain Mobile Ordering App (Android and iOS)
- Entrusted to build a **cross-platform ordering expo app,** leveraging Firestore for real-time order/inventory management
- Integrated the JHU credentialing system for SSO for the **3 campus locations**, enabling use of dining dollars in meal plans
- Consolidated 9 locations, each previously with separate websites, into one app, supporting unique menus and operations

GreenGauge Eco-Friendly AI Model Selector
- Tuned a scikit-learn Random Forest (token counts, POS ratios, norms) with GridSearchCV; raised accuracy to 94%.
- Built a React + Mapbox GL JS dashboard showing EPA grid data with filters and time-series charts.
- Set up nightly GitHub Actions to retrain models, run pytest, deploy FastAPI (AWS Lambda), and update MongoDB.
- Wrote Swagger UI docs, maintained Notion roadmaps; won "AI for Change" Grand Prize for carbon-cost tool.

Basketball GO Mobile Game
- Developed a comprehensive **5-star Augmented Reality** basketball game w/ C# scripting & Unity AR Foundation
- Designed basketball hoop models in Blender 3D, Prototyped w/ Swift SceneKit & ARKit
- Implemented leaderboards w/ GameCenterPlatform Scripting API to increase engagement, **played by 100+ worldwide**

TECHNICAL SKILLS

Languages | Java, Swift, C, C++, C#, CSS, Javascript, HTML, Python

Technologies | React, Unity, Xcode, VS Code, Android Studio, Photoshop, Illustrator, Swift UI, Final Cut, Blender, Node, SQL

Courses | Machine Learning: Deep Learning, Human Language Technology (NLP, LLM), Object Oriented Software
Engineering, Data Structures & Algos, Prob & Stats, Multivariable Calculus, Linear Algebra, Software Testing & Debugging, AI