

# Ariana Parisa Shafiee

(914) 272-8741 | Scarsdale, NY | [ashafe1@jhu.edu](mailto:ashafe1@jhu.edu) | [Personal Website](#) | [Github](#) | [Linkedin](#)

## EDUCATION

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

## WORK EXPERIENCE

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### **Social Tech Labs | Software Engineering Intern**

**June 2024 – August 2024, New York, NY**

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 Extern (Unpaid)**

**May 2023 - Aug 2023, Gaithersburg, MD**

Shadowing Senior Software Engineer Dr. William Nann, gaining exposure to full-stack development in a research setting

- Developed an IOS app w/ SwiftUI, UIKit & ResearchKit, streamlining the creation of medical research apps alongside mentor
- Maintained CareKit framework used by researchers nationwide to create health studies & advance patient care

### **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

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### **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

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**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