

ARVIN BOZORGI

Glenelg, MD | (443)-430-5034 | bozorgi@gmail.com | arvinbozorgi.com | [GitHub](https://github.com/arvinbozorgi)

Education

McDonogh High School, Expected Graduation: 2027 | SAT: 1470 | Dean's List 2024, 2025

Experience

Glaucoma Classification Research, Internship with Dr. Mohammed Javidian

*Drafting research paper with Dr. Javidian for publication. June 2025 - Present

- Annotated 1,500+ retinal images in Roboflow, trained a model to isolate optic nerve regions for focused glaucoma detection.
- Built a PyTorch classification model on positive/negative optic nerve images; tested augmentation techniques to address dataset imbalance.
- Logged and compared trial metrics in Weights & Biases to identify optimal augmentation methods.

Conceptbytes Team, Developer August 2024 - Present

- Collaborated with a well known influencer and engineer to develop an innovative AI project featured on a professional platform, gaining significant attention.
- Was given commission and credit for work done.
- Skills: Python, Working with a development team, Mediapipe, OpenCV, Computer vision

A Byte For All, Developer & Project Branch Director June 2025 - Present

- Led a team of student developers through community projects, such as web development. Created websites (HTML, CSS, JS) for nonprofits, businesses, and school clubs.

High School STEM Center Tutor August 2025 - Present

- Selected through competitive interview based on STEM coursework and soft skills; tutor students during school hours, guiding them through problems without revealing solutions.

Projects

Computer Vision Chess Glasses, Project [[Github](#)] March 2025

- Trained a model to detect chessboard corners and warp live footage for analysis; tracked piece movement using binary thresholding and canny edge detection.
- Streamed video from Meta Raybans; displayed moves in real time with PyGame.

Soccer Tic-tac-toe, Project [[Github](#)] December 2024

- Hand-annotated 4,000+ images to train a computer vision model that tracks a soccer ball in real time. Used this to project a PyGame tic-tac-toe board onto a wall; detected ball impact location to register moves.
- Created an alternative (projector + laptop + webcam) to \$5,000 commercial systems.

Warfields II Home Owners Association Website, Project [[Website](#)] June 2025

- Designed and built a modernized website for neighborhood HOA. Prioritized accessibility for users of all tech levels; iterated based on board member feedback.

Jarvis (Hand-Tracking Projected UI), Project [Demonstration] August 2024 - Present

- Built a menu system and two arcade apps (Space Invaders, Brick Breaker) for Jarvis, an open-source Iron Man-style projected UI using OpenCV, MediaPipe, and PyGame.
- Sold apps to the project founder for \$200; featured on his Instagram page.
- Joined the official GitHub developer team; ongoing contributor to the project.

Leadership

Competitive Programming Club, President & Founder May 2025 - Present

- Lead discussions on competition strategy and coordinate teams to represent our school in regional programming contests.

Founder of Machine Learning Club, President & Founder May 2025 - Present

- Founded club teaching neural network programming and machine learning applications; create presentations and Python code walkthroughs for beginner-level models.

Founder of 3D Design Club August 2024 - May 2025

- Founded and led a CAD and 3D printing club teaching Fusion 360 and prototyping

Technical Skills:

- **Programming:** Python, Java, C, C#, C++, HTML, JavaScript, CSS, Lua, SQL
- **AI & Machine Learning:** TensorFlow, PyTorch, OpenCV, MediaPipe, Weights & Biases, Roboflow, Neural networks, facial recognition, hand tracking
- **3D Design & Prototyping:** Fusion 360, Blender modeling, 3D Printing
- **Game Design:** Unity, LÖVE, PyGame
- **Languages:** English (*native*), Farsi (*native*), Spanish (*learning*)

Additional

- **Veteran Leadership Academy** 10th-11th
- **Athletic Leadership Academy** 10th
- **Squash Team** 11th
- **Tennis Team** 10th-11th