

KEYAN KAZEMIAN

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WORK EXPERIENCE

Moboware, *Product Development Intern*, Tustin, CA

Nov 2019 – Present

- Implementing a GitLab CI/CD pipeline and restructuring, designing, and maintaining a Python written API
- Leading the entire developer team in the transition to a Scrum based Agile software cycle
- Using Docker to containerize the backend API, improving the time and cost for server migration
- Implementing a unit and integration testing framework into the developer team's pipeline

Blackberry Cylance, *Software Engineering Intern*, Irvine, CA

June 2019 – Sep 2019

- Worked full-stack by implementing endpoints on a Python backend and introducing improvements to a React UI
- Contributed to a Scrum based Agile team by helping implement a microservices-based architecture
- Developed a Python written RESTful Cloud API infrastructure
- Introduced improvements to a Jenkins CI/CD Cloud processing pipeline

Apple, *Technical Specialist*, Irvine, CA

Jan 2019 – May 2019

- Ran diagnostics to find solutions to software and hardware related issues
- Monitored a queue of customers analyzing check-in, repair, and service times to enhance efficiency

Movandi, *Software Development Intern*, Irvine, CA

June 2018 - Jan 2019

- Contributed to a Python written API and wrote documentation for Movandi's RF modules.
- Helped with various antenna array synthesis optimization problems using Python
- Used the NumPy and Pandas libraries to write scripts that automated the plotting of testing data

The Coder School, *Coding Tutor*, Irvine, CA

Aug 2018 – Dec 2018

- Taught web development, game design, and object oriented programming concepts to kids aged 7 - 18.

University of Washington EPE-ML, *Undergraduate Research Student*, Seattle, WA

Sep 2017 – May 2018

- Worked with the University of Washington's Elementary Particle Experiment Machine Learning group on a CERN ATLAS proposed particle collider, FASER, by running and testing particle collision emulating code.

EDUCATION

University of California, Irvine (3.83) - Irvine, CA

Expected Graduation June 2021

Major: Computer Science & Engineering | **Minors:** Innovation & Entrepreneurship, Digital Arts

Relevant Coursework: Digital Logic, Data Structures, Discrete Math, Computer Organization & Assembly

Awards: Fall 2019 Dean's Honor List, 2018 Quarterly Dean's List for Winter and Spring, 2017 AP Scholar Award

PROJECTS

"Lo-Key" (<http://lo-key.io/>) - *An Application to Discover the Undiscovered*

- Used a Model View Client .NET framework, and created a C# back-end web application that utilizes Spotify's Developer API to help users find similar yet under-represented musical artists with lower followings
- Analyzing Spotify's extensive data on track metrics such as *liveness*, *energy*, *danceability*, *instrumentalness*, and *speechiness*, Lo-Key uses a breadth-first search algorithm to assign a similarity value between a relatively popular artist and it's corresponding lists of similar-sounding yet lesser known artists

SKILLS

Languages: Python, C#, Java, C++, HTML, CSS, Javascript, Bash

Frameworks: React, .NET MVC, Bootstrap, Tornado, Flask, Django

Tools: AWS, Git, Jenkins, Docker, Swagger, Postman, JIRA, Confluence,

Creative Skills: Adobe Premiere Pro, Adobe Photoshop/Lightroom, Logic Pro X, Film Photography, Cinematography

Interpersonal Skills: Project Management, Customer Service, Farsi