

KEYAN KAZEMIAN

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WORK EXPERIENCE

- Facebook, Product Engineering Intern (CW), Menlo Park, CA** **May 2020 – Present**
- Incoming intern for Summer 2020 working on FB Connectivity's Telecom Infra Project
- Human Capital, Campus Ambassador, Irvine, CA** **May 2020 – Present**
- Scouting and sourcing high-potential engineers / future founders from the student population on campus
- University of California, Irvine, Undergraduate Research Student, Irvine, CA** **Nov 2019 – Present**
- Working under Dr. Stephen Schueller & Dr. Wayne Hayes to create a socio-technical system that focuses on predicting the satisfaction of new social partners based on overlapping traits. Awarded \$2000 as a UROP/SURP Fellow.
- Moboware, Product Development Intern, Tustin, CA** **Nov 2019 – May 2020**
- Implemented a GitLab CI/CD pipeline and restructured, designed, and maintained a Python written API
 - Transitioned the team to a Scrum based Agile software cycle while grooming and maintaining the product backlog
 - Used Docker to containerize the backend, tripling both server migration and deployment time
 - Made changes on an Angular frontend and a Python backend to build and scale macincloud.com
- 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

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: Dean's Honor List: Spring 2020, Winter 2020, Fall 2019, Spring 2017, Winter 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
 - Lo-Key uses Spotify's extensive data to create a breadth-first search algorithm that 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: Angular, React, .NET MVC, Bootstrap, Tornado, Flask, Django
Tools: AWS, Git, Jenkins, Docker, Swagger, Postman, JIRA, Confluence,
Interpersonal Skills: Product/Project Management, Customer Service, Farsi