KEYAN KAZEMIAN

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WORK EXPERIENCE

Facebook, *Product Engineering Intern,* Menlo Park, CA **May 2020 – Present**

- Incoming intern for Summer 2020 working with the FB Connectivity & Oculus teams

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

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 (*3.88)* **-** 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 for Fall 2019 & Winter 2020, 2018 Dean's List for Winter & 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: Angular, 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