Sina Labbaf

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EDUCATION

University of California, Irvine   Irvine, CA
Ph.D. in Computer Science - Advisors: Nikil Dutt & Amir Rahmani   Sep '17 - Present

University of California, Irvine   Irvine, CA
M.Sc. in Computer Science - Joint with Ph.D.   Sep '17 - Jun '22

University of Tehran   Tehran, Iran
B.Sc. in Computer Engineering   Sep '12 - Jun '17

EXPERIENCE

Graduate Student Researcher   Irvine, CA
UC Irvine   Sep '17 - present
- Developed and supervised a cybernetics health service for remote healthcare monitoring and intervention:
  - Micro-service cloud server for distributed storage, analytic, and machine learning on digital health-IoT data
  - Multi platform dynamic questionnaire app for data labeling and intervention
  - Adoptable sensor layer program for wearable devices to collect physiological signals
  - Administrator dashboard to setup and control services for researchers
  - Leading diverse teams of more than 30 undergraduate researchers, exchange students, and visitor scholars
- Health-care IoT: Monitoring and analyzing stress level using wearable IoT devices

Full-Stack Software Engineering Intern   San Francisco, CA
Unity Technologies   Jun '22 - Aug '22
- Interned in Ads Mediation Features team at Unity Operate Organization
- Designed the technical full-stack integration of Unity Mediation services into Unity History log service

Full-Stack Software Engineer   Tehran, Iran
Pegah Tech Co.   Sep '16 - Sep '17
- Developed web-applications for various internet services: Backtory (BAAS), Alounak (Real-estate), Suppline (online support)
- Improved reachability and click rate of ad campaigns by interactive advertisement design and development
- Integrated video advertisement SDK with game development platforms

HONORS AND AWARDS

Valedictorian   University of Tehran, Iran
Highest GPA   Sep '12 - Jun '17

Game Development Contest   Iran
Best Game Award   Mar '16

ACM International Collegiate Programming Contest   Asia Regional
Top Five Teams   Dec '14

National Science Fair Student Award   Iran
Third Place   Oct '11

NOTABLE PROJECTS

- Smart Mobile Robot Simulator: Providing automatic feedback using neural network on simulated robots performance
- Linux Kernel Programming: Creating a prioritized Semaphore and Scheduler by tweaking Linux Kernel
- Indie-Game Design and Development: Collaborate with multiple small groups of independent artists, designers, and engineers

SKILLS

- Programming Languages: Python [Flask, Celery], C/C++, Java [SE, EE], GoLang, JavaScript/TypeScript [NodeJS]
- Database: Non-Relational Databases [MongoDB], Timeseries Databases [InfluxDB], Relational [SQL]
- Architecture Design: Micro-service Design, Distributed Big-Data
- Micro-Service: Docker, Kubernetes, Apache Kafka, Google-Could, RabbitMQ
- Web Development: Typescript/JavaScript Frameworks [Angular, AngularJS, React.js, Cordova, Ionic, React Native], CSS3 [Bootstrap, Material UI, Nebular UI], HTML5
- Miscellaneous: ZSH/Bash, Git, VIM, Intellij Idea, Android Studio, XCode, LATEX