

Sina Labbaf

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🎓 Sina Labbaf

EDUCATION

University of California, Irvine

Ph.D. in Computer Science - Advisors: Nikil Dutt & Amir Rahmani

Irvine, CA
Sep '17 - Present

University of California, Irvine

M.Sc. in Computer Science - Joint with Ph.D.

Irvine, CA
Sep '17 - Jun '22

University of Tehran

B.Sc. in Computer Engineering

Tehran, Iran
Sep '12 - Jun '17

EXPERIENCE

Graduate Student Researcher

UC Irvine

Irvine, CA
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

Unity Technologies

San Francisco, CA
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

Pegah Tech Co.

Tehran, Iran
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

Highest GPA

University of Tehran, Iran
Sep '12 - Jun '17

Game Development Contest

Best Game Award

Iran
Mar '16

ACM International Collegiate Programming Contest

Top Five Teams

Asia Regional
Dec '14

National Science Fair Student Award

Third Place

Iran
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 groups of independent artists to design and develop video games

SKILLS

- Programming Languages: Python [Flask, Celery], C/C++, C#, Java [SE, EE], GoLang, JavaScript/TypeScript [Node.js]
- Database: Non-Relational Databases [MongoDB], Timeseries Databases [InfluxDB], Relational [SQL]
- Architecture Design: Micro-service Design, Distributed Big-Data, RESTful-API design
- Micro-Service: Docker, Kubernetes, Apache Kafka, Google-Cloud, AWS, RabbitMQ
- Web Development: Typescript/JavaScript Frameworks [Angular, AngularJS, React.js, Cordova, Ionic, React Native], CSS3 [Bootstrap, Material UI, Nebular UI, SASS], HTML5
- Methods: Algorithms & Data-Structures, Mobile Application Development [Android, iOS], Agile, Machine Learning [PyTorch, TensorFlow]
- Miscellaneous: ZSH/Bash, Git, VIM, IntelliJ Idea, VSCode, XCode, L^AT_EX