# Sean Rezaie

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## EDUCATION

**University of California, Berkeley** **Berkeley, CA**
B.A Computer Science | Minor Data Science May 2025

- *GPA: 3.8*
- Relevant Coursework: Data Structures, Discrete Math, Structure and Interpretations of Computer Programs, Principles and Techniques of Data Science, Great Ideas in Computer Architecture, Linear Algebra & Differential Equations, Calculus I & II

## PROFESSIONAL EXPERIENCE

**Seam – API for IoT** **Berkeley, CA**
*Software Engineering Intern* Dec 2023 – Present

- Developed and implemented no-code dashboards for data analysis, utilizing Python and JavaScript, enabling growth teams to uncover hidden insights, which optimized acquisition strategies and improved the decision-making process
- Contributed to creation of automated templates for executing growth experiments, by integrating APIs and scripting in Python, leading to a 30% reduction in time-to-market for new growth hacks and experiments
- Analyzed the impact of growth experiments on the customer funnel using SQL and machine learning models, resulting in a 20% increase in customer retention and 15& uplift in revenue generation

**Data C8 – Undergraduate Course Staff – UC Berkeley CDSS** **Berkeley, CA**
*Course Tutor* Jan 2024 – Present

- Developed and delivered educational data science content to 1800 students, which is UC Berkeley's largest undergraduate course
- Guided and supported 20+ students toward a deeper understanding of foundational Data Science and Statistics through lectures
- Assisted 1000+ students by hosting office hours enforcing concepts to students through visualizations on Juptyer Notebook
- Graded over 600 submissions per week consisting of challenging coding, plotting, statistical, and essay questions

**Almeida Lab – UC Berkeley, Rausser College of Natural Resources** **Berkeley, CA**
*Undergraduate Researcher* March 2022 – Present

- Accumulating, editing, and analyzing 3D visuals of over 50 organisms on fluid digestion for a peer-reviewed scientific publication
- Using 3D Imaging, digital biomechanical modeling, and computational fluid dynamics to further visualize and understand organisms
- Conducting research on the emerging plant disease Xylella fastidosa by studying its impact on plants and farms across the globe
- Assisting Dr. Elizabeth G. Clark with her palaeobiological research on organismal form/function using 3D imaging Data Processing

**Levi Lab – UC Berkeley, School of Optometry** **Berkeley, CA**
*Research Assistant* Sept 2022 – Apr 2023

- Coordinated 100+ patient eye exams and leveraged MATLAB digital analysis to identify early signs of amblyopia, an eye disease
- Examined the mechanisms of spatial vision by understanding how humans interpret visual patterns and via different perspectives
- Using data to gather a statistical analysis on the correlation of lifestyle habits to amblyopia, glaucoma, and different types of cataracts

## TECHNICAL PROJECTS

**COVID-19, Demographics and Political Affiliation** Aug 2023 – Nov 2023

- Developed and implemented a k-Nearest Neighbors (k-NN) classifier to analyze the correlation between COVID-19 impact, demographic data, and political affiliation in U.S counties during the 2020 Presidential Election
- Achieved a predicted accuracy of 92.6% by utilizing machine learning techniques to process and analyze data from sources such as New York Times, Politico, The Census Bureau, and the EPA
- With this accuracy, the model that I built was able to predict electoral outcomes based on Public Health and demographic variables, which leads to further investigation into the relationship between Public Health metrics and political affiliation
- Conducted comprehensive data cleaning, manipulation, and analysis using Python libraries such as Pandas, NumPy, and Matplotlib. This included importing data from various sources and using it to facilitate the machine learning model's train and test

**Ants Vs. SomeBees** Jul 2023 – Aug 2023

- Developed a tower defense game, inspired by 'Plants Vs. Zombies'. This project underscored the principles of object-oriented programming to create an architecture of game characters and classes. I also leveraged the graphical utilities to offer a UI for users

**Build Your Own World** Jul 2023

- Implemented a procedurally generated world engine in a team-based project, focusing on comprehensive software-development cycles. Leveraged iterative design principles and selective use of data structures and algorithms to create a tile-based 2D video game

## SKILLS & INTERESTS

**Skills:** Java, Python, SQL, Pandas, C++, C, R, JavaScript, HTML, CSS, MATLAB, MS Excel, RISC-V Assembly, Regex, Farsi
**Interests:** Calisthenics, Chipotle, Tournament Chess (1700), Professional Soccer, AYCE KBBQ, Mechanical Keyboards, TFT