

Sophia Sharif

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EDUCATION

UCLA

Los Angeles, CA

Bachelor of Science in Computer Science

Expected Graduation Date: June 2025

4.0 GPA. Coursework: Data Structures, Computer Architecture, Software Construction Lab, Intro to CS, Honors Differential and Integral Multivariable Calculus, Discrete Math, Linear Algebra, Mechanics, Electricity and Magnetism

EXPERIENCE

LA Hacks Engineering Team

September 2022 – Present

- Managed and maintained frameworks used by more than 3000 people every year.
- Organized LA Hacks, the largest hackathon in Southern California, with over 1000 participants annually.
- Created components for a mailing site, live site, and application site using React, TypeScript, and SCSS.

Intern at Kynami

May 2020 – July 2020

- Analyzed top social media apps on the platform and used Python to scrape competitors' App Store presences, finding common words and phrases to craft a new App Store description.
- Created App Store advertisements; recommended a new color palette; suggested app features and marketing strategies effective to target teens and young adults; all recommendations implemented by VP Marketing.

PROJECTS

UCLA Major Explorer | *Python, Selenium, TypeScript, D3.js, HTML/CSS* | [Github](#)

March 2023

- Used Selenium to web scrape major requirements and course prerequisites, which require several JavaScript-powered interactions and pagination to access.
- Transformed data into a directed acyclic graph of class dependencies, and created a visualization using D3's network graph to help students plan out their class schedules.

Personal Blog | *Vue, Firebase, Javascript, Quill, HTML/CSS* | [Github](#) | [Demo](#)

January 2023

- Enabled user authentication, photo uploading and storage, and CRUD operations with Firebase.
- Integrated rich text editor with the Quill Library; managed state with Pinia, making it possible to preview blogs.
- Created responsive mosaic photo gallery with CSS grid and Vue Options API.

Mario Party Clone | *C++* | [Github](#)

February 2023

- PeachParty is a two-player game that manages 100+ game actors every tick with 1000+ lines of code.
- Used polymorphism, inheritance, and abstract base classes to create 15 different types of actors and manage interactions between actors in every tick, including dynamic allocation and deallocation of actors.

Netflix Clone | *C++* | [Github](#)

March 2023

- Parses text file and loads a database of 100,000 users and 20,000 movies in under a second.
- Recommends movies by finding content with the most shared attributes to previously watched movies.
- Implemented a multimap using a binary search tree and a corresponding iterator class from scratch.

ACHIEVEMENTS

College Scholarships

March 2022

- UCLA Regents Scholarship Nominee: One of 220 out of 150,000 applicants invited to compete.
- UC Berkeley SEED Scholarship Nominee: One of 300 out of 120,000 applicants invited to compete.
- Awarded 1.1 million total in merit scholarships from various universities and organizations.

Faculty Departmental Award for Mathematics

February 2022

- Recognizes the top mathematics student out of a class of 570 students.

American Mathematics Competition, 1st Place

January 2022

- Scored highest out of 1000+ juniors and seniors in high school.

SKILLS

- C++, JavaScript/TypeScript (React, Vue, D3, AnimeJS), Python (Flask, Selenium), HTML/CSS (Sass), Firebase
- Former member of the USA National Beach Volleyball Team.