

Sophia Sharif

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EDUCATION

UCLA

Los Angeles, CA

Bachelor of Science in Computer Science

September 2022 - June 2026

4.0 GPA. Coursework: Operating Systems, Programming Languages, Machine Learning, Graduate Deep Learning, Data Structures & Algorithms, Computer Architecture, Digital System Design, Software Construction Lab, Honors Differential and Integral Multivariable Calculus, Discrete Math, Honors Linear Algebra, Probability, Differential Equations

EXPERIENCE

Software Engineer Intern at Palantir

Incoming Summer 2024

- Incoming Software Engineer Intern for the summer of 2024.

LA Hacks Technology 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.

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.

Random Byte Generator | *C, Make, Shell* | [Github](#)

May 2023

- Utilized inline assembly (asm) with CPUID for capability checks and leveraged RDRAND for hardware RNG.
- Manually managed memory, optimized output mechanisms, debugged with valgrind, make & AddressSanitizer.
- Developed CLI with input flag to specify hardware/software/file seed and output flag for stdio or block-wise write.

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.

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 2021

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

SKILLS

- C, C++, JavaScript/TypeScript (React, Vue, D3, AnimeJS), Python (Flask, Selenium, Numpy, Pytorch, TensorFlow, Scikit-learn), Shell, HTML/CSS (Sass), Makefile, Firebase, OCaml, Java, Prolog, Scheme
- Former member of the USA National Beach Volleyball Team.