

Irtiza Khan

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Portfolio: <https://thisistiza.github.io/portfolio-for-anthropic/>

Objective

Developer and educator with hands-on experience in Python, JavaScript/TypeScript, and Swift, combining technical expertise with a passion for creating clear, engaging educational content. Experienced in producing technical videos, interactive lessons, and tutorials to help developers learn complex tools. Adept at video production, visualization, and conveying technical concepts in an accessible way.

Education

California State University, East Bay

Aug 2021 – Dec 2022

B.S. in Computer Science, GPA 3.65 — *Cum Laude, Dean's List (every semester)*

Skills

Languages: Python, TypeScript, JavaScript

Software: Final Cut Pro, Adobe After Effects, Lucid Charts, Excalidraw, LottieLab, Blender

Work Experience

Snapchat — AR (Augmented Reality) Developer (Contract)

Jan 2025 – Present

Technologies: TypeScript (Lens Studio), Git, Figma, Blender

- Led end-to-end development of AR applications for mixed reality glasses from project proposal to development.
- Created guides, design mockups, user flows, and documentation to clearly communicate features across teams.
- Maintained TypeScript/JavaScript codebase with focus on clean architecture and performance optimization.

Code in Place (Stanford University) — Teaching Staff

April 2024 – June 2024 & April 2025 – June 2025

Technologies: Python

- Designed and delivered technical educational content for Stanford's adapted CS106A course, teaching Python programming to a global cohort of beginner developers.
- Created technical content including live coding demos, visual materials, and interactive group sessions.
- Maintained consistent publishing schedule with weekly prepared sections, office hours, and timely feedback on student assignments.

Formation Fellowship — Software Engineering Fellow

Jun 2022 – Dec 2024

Technologies: TypeScript, JavaScript, ReactJS, NodeJS, REST, Git

- Mentored under software engineers to design large-scale systems, efficient algorithms, and robust software.
- Shipped 5-8 production-ready features and bug fixes to a large code base behind a student learning platform.
- Reduced 15% of redundant functions by refactoring the code base with proper ReactJS state management.

Academic Experience

NASA (Jet Propulsion Laboratory) Scholarship Program — Scholar

Aug 2019 – Jan 2020

- Modeled 3D Mars rover for research paper, leading to on-site program of 40 scholars out of 2000 applicants.
- Competed among 5 teams to build a mock Mars rover to roam un-surveyed terrain and collect rock samples.
- Awarded 'Most Valuable Person' award for impactful contribution to the team's success.

Additional: Documenting San Francisco cityscapes in short films & volunteering to organize hackathons.