

# Kalia Miyasaki

kaliamiyasaki1@gmail.com | (916)747-8120

LinkedIn: [kalia-miyasaki](#)

## EDUCATION

### University of California, Irvine

Irvine, CA

Computer Science, B.S.

Expected Graduation June 2026

- Relevant Coursework: Data Structure Implementation & Analysis, Algorithm Analysis & Design, Principles in System Design, Intro to Artificial Intelligence, Machine Learning & Data Mining, Intro to Computer Organization, Intro to Data Management, C++ Programming, Python Programming, Requirements Analysis & Engineering, Software Application Design

## WORK EXPERIENCE

### Software Engineering Intern

McClellan, CA

Northrop Grumman

June 2023 – Present

- Developed a Gradle binary plugin to manage dependency configuration, designed for adoption across 30+ internal repositories
- Guided new DevOps members through team procedures and ensured tasking followed the software development lifecycle
- Redesigned legacy MATLAB antenna testing program by building a GUI to restore functionality and added usability features
- Recovered antenna testing environment after a severe system wipe by fixing connectivity, broken scripts, and file pathing
- Integrated SBOM generation Gradle tasks in 7+ internal repositories to reduce error & ensure clear dependency configuration
- Converted 40+ team documentation files from HTML to Markdown to improve compatibility with internal repositories

### Student IT Administrative Assistant

Irvine, CA

UC Irvine Office of Information Technology

January 2024 – June 2024

- Maintained and updated documentation for 100+ IT services to support Disaster Recovery and IT Resilience initiatives
- Learned & applied IT infrastructure concepts, adapting quickly to new technical tools, systems, & environments
- Applied foundational concepts and principles of IT Infrastructure and BCDR to successfully complete assigned tasks

## LEADERSHIP & EXTRA-CURRICULARS

### Project Team Member

Irvine, CA

Design at UCI Project Team

September 2024 – December 2024

- Collaborated on an app design team to brainstorm, conduct user research, and perform usability testing to define key features
- Designed 20+ multi-fidelity wireframes and prototypes using Figma to refine the user interface and enhance user experience
- Applied research-driven design strategies to guide app feature development such as affinity mapping and competitive analysis

### Staff Events & Socials Intern

Irvine, CA

Level V Origins Dance Team, UCI

November 2023 – June 2024

- Planned and organized team events by creating a detailed itinerary, delegating tasks, & writing team announcements
- Managed various spreadsheets and forms to send out to the team to organize transportation and event activities
- Coordinated with Directors & Captains in biweekly staff meetings to discuss quarterly planning and organization logistics

## PROJECTS

### Checkers AI Agent

- Implemented an AI agent in Python using Monte Carlo Tree Search to evaluate board states and select optimal moves
- Optimized decision-making by caching board states, tuning search depth, and applying heuristic-based move prioritization
- Applied Object-Oriented Programming principles to structure the game logic efficiently and enable scalable AI development

### Register Allocation Algorithm

- Developed a C++ register allocation algorithm using graph coloring, optimizing CPU register usage and avoiding conflicts.
- Implemented MergeSort-based vertex ordering, prioritizing high-degree variables to improve allocation speed and accuracy.
- Designed an interference graph system, efficiently assigning registers while ensuring compliance with hardware constraints.

### Songbird Search Website, Irvinehacks 2024 Hackathon

- Contributed to frontend development for the HTML website to implement functionality & design using Genius API
- Demonstrated quick understanding of unfamiliar languages & software such as HTML, CSS, JavaScript, APIs, and Figma
- Collaborated as a team by delegating tasks and solving problems together to finish project within competition time constraints

## SKILLS

- Technical: Python, C/C++, Linux, Groovy, Gradle, Git, Jenkins, MATLAB, Figma, SQL, Jira, Bitbucket, Agile Development
- Interpersonal: Leadership, Mentorship, Event Planning, Customer Service, Communication, Teamwork