Zeckria Kamrany

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EDUCATION

University of California, Los Angeles   **Expected Graduation: 2026**
M.S. Computer Science

University of California, Los Angeles   **Expected Graduation: 2025**
B.S. Computer Science   *GPA: 3.95*
Upsilon Pi Epsilon, Tau Beta Pi

Coursework: Intro to Computer Science I & II, Intro to Computer Organization, Software Construction Laboratory, Intro to Algorithms and Complexity, Computer Networking, Operating Systems Principles

WORK EXPERIENCE

UCLA ZarLab   **Los Angeles, CA**
Undergraduate Researcher   *June 2024 - Present*
- Developing a computer vision tool for an OpenTrons OT-2 machine in order to have a humanoid autonomous robot that can operate 24/7 in a UCLA Health research lab
- Deploying Meta's SAMv2 model for video segmentation on an NVIDIA L4 GPU to segment live video from the robot and feeding into YOLO v8 for object classification
- Accelerating research at UCLA Health by creating a self-correcting lab robot with computer vision

Private Tutor   **Los Angeles, CA**
Math Tutor   *Jun 2022 - May 2024*
- Developed students' mathematical intuition and honed their critical thinking skills
- Conducted one-on-one sessions to evaluate student progress and understanding of material
- Tutored students in all levels of math up to and including pre-Calculus

PROJECTS

TunnelMan   Language: **C++**
- 2-D game that updates in real-time with level-based progression, basic objective completion, and a point system that took over 2.4k lines of code
- Implemented high-quality object-oriented programming practices to establish interactions between different characters in the game
- Developed a maze-searching algorithm to find an optimal path from the enemy characters to the user's character, the tunnel man

HTTP Server   Language: **C**
- Utilized socket programming to handle client TCP connections and serve HTTP requests
- Parsed incoming HTTP requests to extract file paths and served requested files
- Managed socket and file descriptor lifecycle, ensuring proper closure to avoid resource leaks

Genome Assembler   Language: **Python**
- Created genome from set of reads that contained mutations and sequencing errors
- Deployed de Bruijn graphs and Eulerian pathfinding to reconstruct a genome
- Reconstructed the genome by traversing the graph and combining the k-mers

Shuf   Language: **Python**
- Built the shuf command from Bash using Python
- Program generates random lines from a given file and outputs them to standard output
- Implemented with command-line options e, i, n, r using argparse in Python

SKILLS

Languages: Python, C++, C, HTML, CSS, JavaScript, TypeScript, Matlab, bash, Java, Verilog
Technologies: Git, Docker, Linux, React, Oracle VM
Hardware: Basys 3 FPGA, Arduino