

Zeckria Kamrany

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EDUCATION

University of California, Los Angeles <i>M.S. Computer Science</i>	Expected Graduation: 2026 GPA: 4.0
University of California, Los Angeles <i>B.S. Computer Science, Magna Cum Laude</i>	2025 GPA: 3.95

Coursework: Computer Systems Architecture, Software Construction Laboratory, Algorithms and Complexity, Computer Networking, Operating Systems, Programming Languages, Probabilistic Models in Computational Genomics, Machine Learning, Algorithms in Computational Genomics

WORK EXPERIENCE

UCLA <i>Teaching Assistant</i>	Los Angeles, CA <i>September 2025 - Present</i>
<ul style="list-style-type: none">Develop and deliver course materials for Engineering 182 EW – Technology and LawGuide students in cultivating critical thinking skills to analyze the societal impacts of artificial intelligence and explore policy approaches that mitigate negative consequences of new technologiesFoster meaningful student engagement by strengthening written and oral communication skills while enhancing comprehension and application of diverse ethical frameworks	
Amazon <i>Software Development Engineer Intern</i>	Denver, CO <i>June 2025 - September 2025</i>
<ul style="list-style-type: none">Completed Amazon's self-service reporting feature for reporting lost/stolen devices on the Manage Your Content and Devices page on Amazon.com, which has 5+ million monthly visitorsDeveloped a solution that minimized ~350,000 lost/stolen device support calls in 2024-2025, saving Amazon significant customer service expensesEnsured that my feature also integrated with Frustration Free Setup so that customers can seamlessly reactivate their device when marking their device as found againDeveloped the backend using the Spring framework and the front-end in React	
UCLA ZarLab <i>Undergraduate Research Assistant</i>	Los Angeles, CA <i>June 2024 - June 2025</i>
<ul style="list-style-type: none">Developed a computer vision tool for an Opentrons OT-2 machine, moving one step closer to having an autonomous robot that can operate 24/7 in a UCLA Health research labDeployed the FastSAM model to segment the labware from live video of the robot and feeding cropped images into YOLO v8 for image classification to correctly identify the labware and its position in the deckAccelerating research at UCLA Health by notifying lab technicians if they have placed the labware correctly within the machine	

PROJECTS

TunnelMan	Language: C++
<ul style="list-style-type: none">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 codeImplemented high-quality object-oriented programming practices to establish interactions between different characters in the gameDeveloped 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
<ul style="list-style-type: none">Utilized socket programming to handle client TCP connections and serve HTTP requestsParsed incoming HTTP requests to extract file paths and served requested filesManaged socket and file descriptor lifecycle, ensuring proper closure to avoid resource leaks	

SKILLS

Languages: Python, C++, C, HTML, CSS, JavaScript, TypeScript, Matlab, bash, Java, Verilog
Technologies: Git, Docker, Linux, React.js, Oracle VM