

# Zeckria Kamrany

zeckria1@gmail.com | <https://zeckria.github.io/> | [www.linkedin.com/in/zack-kamrany](https://www.linkedin.com/in/zack-kamrany)

## EDUCATION

**University of California, Los Angeles**

**Expected Graduation: 2026**

*M.S. Computer Science*

**University of California, Los Angeles**

**2025**

*B.S. Computer Science, Magna Cum Laude*

**GPA: 3.95**

**Coursework:** Computer Systems Architecture, Software Construction Laboratory, Intro to Algorithms and Complexity, Computer Networking, Operating Systems Principles, Programming Languages, Probabilistic Models in Computational Genomics, Algorithms in Computational Genomics

## WORK EXPERIENCE

**Amazon**

**Denver, CO**

*Software Development Engineer Intern*

*Jun 2025 - Present*

- Completed Amazon's self-service reporting feature for reporting lost/stolen devices on the Manage Your Content and Devices page on [Amazon.com](https://www.amazon.com), which has 5+ million monthly visitors
- Developed a solution that minimized ~350,000 lost/stolen device support calls in 2024-2025, saving Amazon significant customer service expenses
- Ensured that my feature also integrated with Frustration Free Setup so that customers can seamlessly reactivate their device when marking their device as found again
- Developed the backend using the Spring framework and the front-end in React

**UCLA ZarLab**

**Los Angeles, CA**

*Undergraduate Research Assistant*

*June 2024 - June 2025*

- Developing 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 lab
- Deploying 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 deck
- Accelerating research at UCLA Health by notifying lab technicians if they have placed the labware correctly within the machine

## 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**

- Assembled 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

## SKILLS

**Languages:** Python, C++, C, HTML, CSS, JavaScript, TypeScript, Matlab, bash, Java, Verilog

**Technologies:** Git, Docker, Linux, React.js, Oracle VM

**Hardware:** Basys 3 FPGA, Arduino