Zeckria Kamrany

Open to Relocation | U.S. Citizen

zeckria1@gmail.com | https://zeckria.github.io/ | www.linkedin.com/in/zack-kamrany

EDUCATION

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

University of California, Los Angeles   **Expected Graduation: June 2025**
B.S. Computer Science   *GPA: 3.94*
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 cutting-edge computational genomics algorithms in the field of metagenomics
- Building on top of SwabSeq technology, a high-throughput sequencing platform used for COVID-19 testing, to expand and include other viruses

Private Tutor   **Remote**
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

Mathnasium   **Foothill Ranch, CA**
Instructor   *Nov 2019- Jun 2020*
- Managed 3-4 students' math curriculum simultaneously and developed their problem-solving skills

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

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

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

SKILLS

Languages/Technologies:C,C++, HTML, Python, Bash, Node.js, Git, JavaScript, TypeScript, Matlab