Zeckria Kamrany

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EDUCATION

University of California, Los Angeles **Expected Graduation: 2026**
M.S. Computer Science GPA: 4.0
University of California, Los Angeles **2025**
B.S. Computer Science, Magna Cum Laude 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 **Los Angeles, CA**
Teaching Assistant *September 2025 - Present*
- Develop and deliver course materials for Engineering 182 EW – Technology and Law
- Guide students in cultivating critical thinking skills to analyze the societal impacts of artificial intelligence and explore policy approaches that mitigate negative consequences of new technologies
- Foster meaningful student engagement by strengthening written and oral communication skills while enhancing comprehension and application of diverse ethical frameworks

Amazon **Denver, CO**
Software Development Engineer Intern *June 2025 - September 2025*
- 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 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*
- 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 lab
- Deployed 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 with greater than 96.4% accuracy
- 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

SKILLS

Languages: Python, C++, C, HTML, CSS, JavaScript, TypeScript, MySQL, Linux, Java, Postgres, Swift
Technologies: Git, Docker, Linux, React.js, Oracle VM, AWS