ANIA ZDZIARSKA

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EDUCATION

University of California, Irvine   Expected Graduation – WINTER 2024
Computer Science B.S. and Language Science B.A.
   GPA: 3.9 – Dean's Honors List, Phi Beta Kappa Member
      Specialization in Information, Minor in Korean
Relevant Coursework: Data Structures and Algorithms, Intro to Artificial Intelligence, Boolean Algebra, Relational Algebra, Information Retrieval, SQL Programming, User Interaction Software, Next Gen Search Systems

WORK EXPERIENCE

Power Meta Corporation   JUN 2023 – SEP 2023
Product Manager Intern
- Collaborated closely with leading Product Manager, assisting in daily operational tasks and strategic initiatives.
- Leveraged Figma for UI/UX design, translating concepts into visually engaging prototypes and ensuring a user-centric approach and seamless user experiences.
- Contributed to marketing efforts by devising strategies that enhanced product visibility and engagement, increasing follower count by more than 400%.

Coding Minds Academy   MAR 2022 – AUG 2022
Private/Group Tutor
- Taught Python, Roblox Studio and Minecraft Education Edition.
- Responsible for ensuring 1-10 students understand programming basics and computer skills with children ages 6-14.

DevzAI   JUN 2021 – AUG 2021
Software Engineering Intern
- Analyzed and fed processed data into an artificial neural network using NLTK (Natural Language Toolkit), reducing the evaluation time of descriptions from minutes to less than a second.
- Utilized AWS and Python to extract ticket data to automate evaluation of Jira job ticket descriptions twice daily.

Bilingualism, Mind, and Brain Lab   SEPT. 2019 – DEC 2021
Research Assistant
- Worked with established researchers to collect data using AXCP-T, Eye Movement Tracking and EEGS.
- Analyzed differences in perception amongst heritage language speakers and those that learnt a second language.

SKILLS

Technical: Python, C++, Java, JavaScript, HTML5, CSS, MySQL, AngularJS, React Native
Lab Data Collection: AXCP-T, EEG Data Collection Analysis, Eye Movement Tracking
Languages: Upper-Intermediate Korean, Upper-Intermediate Spanish, Rudimentary Japanese

PROJECTS

Checkers_AI   DEC 2022
- An artificial intelligence algorithm in Python that uses Monte Carlo Tree Search and minmax checking to beat Checkers games.
- 80% more successful at winning a 7x7 board than an average person.

Basic Search Engine   DEC 2022
- Wrote a search engine from the ground up that is capable of handling two thousand Web pages.
- Utilized tf-idf, as well as cosine similarity to help in indexing and reduce result return times to be under 100 ms.

Rat in a Maze   JULY 2022
- Used a backtracking depth first search to find a path from the start point to a goal in C++.

BooText – a Text Editor   MAY 2022
- Created a terminal-based text editor in C++
- Implemented key features such as allowing text to be displayed and edited upon keyboard key presses and basic functions such as Ctrl-Z.