# Sina Labbaf

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#### in /in/sinalabbaf

🞓 Sina Labbaf

# WORK EXPERIENCE

#### **Research Software Engineer**

UC Irvine

- Lead, designed, and developed a cybernetics health service for remote healthcare monitoring and intervention
- Serviced over 10 projects with more than 1500 participants in different fields: mental health, maternal well-being, elderly care, etc.
- Achieved high performance in processing and storing high-frequent longitudinal healthcare data in micro-service server design
- Improved participant engagement by developing a multi-platform dynamic mobile app for labeling and intervention
- Designed web dashboards enabling the creation of data processing pipelines and machine learning engines without programming
- Supervised diverse teams of more than 30 undergraduates, exchange students, and visitor scholars

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#### **Full-Stack Software Engineering Intern**

Unity Technologies

- Interned in Ads Mediation Features team at Unity Operate Organization

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- Designed the full-stack integration of customer history change log feature for Unity Mediation

#### **Full-Stack Software Engineer**

Pegah Tech

- Contributed to the launch of products in gaming BaaS and SaaS, mobile advertisements, Real-estate solutions, and online chat support
- Demonstrated expertise in designing, developing, and testing web-application dashboards for a diverse range of internet services
- Boosted user engagement with ads by creating a light-weight interactive mobile ads SDK

# **EDUCATION**

**University of California Irvine** 

Doctorate in Computer Science University of California Irvine

Masters in Computer Science

University of Tehran

Bachelors in Computer Engineering

## NOTABLE PROJECTS

- Improve user engagement and accuracy by using context-aware active learning and reinforcement learning to collect mental health data
- build monitoring and adaptive physical exercise recommender engine for underserved pregnant women
- Accurately forecast future mood and emotions using bio-signals in college students
- Smart Mobile Robot Simulator: Providing automatic feedback using neural network on simulated robots' performance
- Indie-Game Design and Development: Collaborate with groups of independent artists to design and develop video games

### HONORS AND AWARDS

2017	Valedictorian, Graduated with highest GPA	University of Tehran
2016	Best Game, National Game Development Content	Iran
2014	<b>Top 5</b> , ACM International Collegiate Programming Contest (ACM-ICPC)	Asia Regional
2011	Third Place, National Science Fair	Iran

#### SKILLS

**Programming Languages:** Python, TypeScript, JavaScript, Java, Go (GoLang), C, C++, C#, SQL

Server & API: Python (Flask, FastAPI, Django, Celery), TypeScript/JavaScript (Node.js, Express, InversifyJS), Java (Spring) Database: Non-Relational Databases (MongoDB), Relational Databases (MySQL, PostgreSQL), Time Series Databases (InfluxDB) Web & Mobile: React, React Native, Angular, Angular, Jonic, Cordova, Component Libraries (MaterialUI, Nebular, React Native Paper), Redux, Saga, AJAX, JQuery, CSS3 (SASS, LESS), HTML5, Android Native

Infrastructure: Amazon Web Services (AWS), Google Cloud Platform (GCP), Kubernetes, Docker, Kafka, RabbitMQ, Redis, Apache2, Nginx

Integration & Automation: Jira, Jenkins, Git, Github Workflows, Bash, Zsh

Machine Learning & AI: Statistical Analysis, Digital Health Data Analysis, Neural Networks, TensorFlow, PyTorch, Keras Miscellaneous: Linux, LATFX, Microsoft Office, Firebase, Twilio, OneSignal

**Other Skills:** Agile Methodology, Algorithms, Data structures, Object-Oriented Programming (OOP), Inversion of Control Programming (IoC), Multi-threaded Programming, Documentation, Technical Writing

Irvine, CA Sep 2017 - present Irvine, CA Sep 2017 - Jun 2022 Tehran, Iran Sep 2012 - Jun 2016

San Francisco, CA Jun 2022 - Aug 2022

Sep 2016 - Sep 2017

Tehran, Iran

Sep 2017 - present

Irvine, CA

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