

Arman Drismir

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EDUCATION

The University of British Columbia

Bachelor of Arts in Psychology, Minor in Computer Science

Vancouver, CA

Expected Dec 2025

- CPSC 320: Data Structures & Algorithms, MATH 221: Matrix Algebra, CPSC 313: Hardware & Operating Systems, CPSC 418: Parallel Computation, CPSC 422: Intelligent Systems, CPSC 304: Relational Databases

EXPERIENCE

Navigation Lead

UBC AgroBot | *Python, ROS, Docker, C++, React*

Oct 2024 – Present

Vancouver, CA

- Engineered a 0.1s latency remote control system using the WebSocket protocol and ROS2
- Drove the robot up to 10km/h while smoothing acceleration to prevent the robot from damaging itself
- Active wheel correction algorithm realigns wheels within a degree of the desired angle
- Autonomously navigated crop rows using the Hough Algorithm, traversing 115 meters in 4 minutes and 22 seconds

Software Engineer

SkillSync | *Python, FastAPI, JavaScript, Docker, React*

May 2024 – Jan 2025

Vancouver, CA

- Optimized rate limiting middleware, achieving a 61x performance improvement by migrating to a local Redis cache, achieving an overall 30% reduction in latency for upstream services
- Developed gpt-broker, a scalable microservice with a REST API, centralizing all of our app's OpenAI usage
- Reduced the cost of dataset labeling by 50% and runtime by 70% using OpenAI's Batch API
- Implemented a CI/CD pipeline, resulting in reliable automatic deployments and saving ~6 hours of release related meetings a week

Front End Developer

UBC AgroBot | *React, JavaScript, Figma*

Jan 2024 – Sept 2024

Vancouver, CA

- Prototyped in Figma, continuously integrating feedback from the team members
- Developed the organization's website using a more vibrant palette and animated layouts

PROJECTS

Serene 🐙 | *React, Redux, MongoDB, OAuth2.0, Twitter API*

Jun 2024 – Jul 2024

- Data Hackfest winner, used language processing to warn users if they viewed more than a page of negative tweets
- Upgraded Twitter authentication from v1.1 to v2 to allow users to stay logged in between sessions
- Designed an interface that reacted to the user's timeline, changing color to convey different emotions

Default Detector 🐙 | *Python, SvelteKit, scikit-learn, pandas*

May 2024 – Jun 2024

- A school project that I extended into an app which analyzes bank information and predicts if the customer will default on their next payment
- The machine learning model is able to predict customer defaults with an accuracy of 82%
- Improved model's accuracy 7.3% using preprocessing and hyperparameter optimization

Chess Engine 🐙 | *C++, Algorithm Design, CMake, SFML*

Jul 2023 – Sept 2023

- Developed a chess app in C++, using SFML to build the GUI and CMake to support multiple platforms
- Improved the chess engine's runtime 600x by optimizing the move generation algorithm
- Designed a ~1200 Elo rated chess engine using the mini-max algorithm with alpha-beta pruning

TECHNICAL SKILLS

Languages: Python, JavaScript, Typescript, C, C++, SQL (PostgreSQL), HTML, CSS, Erlang

Frameworks: React, FastAPI, ROS2, SFML, Numpy

Tools: Git, Postman, Figma, AWS, Linux