

Zahra Atzuri

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EDUCATION

The University of Texas at Austin

Aug. 2016 - May. 2020

B.S. in Electrical and Computer Engineering | GPA: 3.4/4.0

Concentration in Software Engineering with a certificate in Digital Arts and Media

Coursework: Intro to Computing, Software Design I (Intro to Programming), Software Design II (Data Structures), Algorithms, Software Architecture, Software Engineering, Software Testing, Network Security, Discrete Math, Linear Algebra, Probability & Random Processes, Digital Media Production, Arts & Ent. Tech, Digital Imaging & Viz.

SKILLS

Languages Java, Python, C++, HTML, CSS, JavaScript, C#

Software Adobe CC, Autodesk Maya, Unity, Microsoft Office

Additional Git, SVN, Linux/UNIX, Digital Media, Animation, Graphics, Web Design, UI/UX

EXPERIENCE

Systems Validation Engineering Co-Op @ Intel

Jan. 2019 - Aug. 2019

Austin, TX

- Co-supervised and presented a Python 3.6 conversion project on automation execution scripts in collaboration with other office sites.
- Improved testing flow efficiency by developing a script that automatically updates a system's OS.
- Collaborated with local teams on system bring-up for volume validation.
- Tested scripts in automated testing flow through the CI pipeline.

Software Engineering Intern @ Visa

May 2018 - Aug. 2018

Highlands Ranch, CO

- Rewrote an internal Debit Processing Solutions security application in C# using ASP.NET, HTML, CSS, jQuery, and other internal frameworks.
- Worked in an Agile team following Scrum methodologies in Jira.
- Led the Test Driven Development and QA process within the team.

Data Installations Intern @ Apogee Telecom

May 2017 - Aug. 2017

Austin, TX

- Configured, installed, and troubleshooted networking switches and access points.
- Responsible for pulling items from inventory, asset tagging, configuring, testing, and shipping parts to projects.
- Categorized and analyzed support tickets to isolate frequent problems.

PROJECTS

Safestay | HackMIT

Sep. 2018

- Developed a web app that helps affected users by natural disasters connect with nearby volunteers with resources.
- Main focus on UI/UX and front-end development in Bootstrap (HTML/CSS, JS).

War | Software Design I (EE312)

Nov. 2017

- A Card game called War developed in C++. Focus on OOP principles, basic data structures, and algorithms.

Space Invaders | Intro. To Embedded Systems (EE319K)

Apr. 2017

- Created and programmed the Space Invaders video game using a TI micro-controller and external LED in C and ARM Assembly.

LEADERSHIP AND ORGANIZATIONS

2019 - Present **Fellow**, Rewriting the Code

2017 - Present **Creative Organizer**, Fretail Hackers

2016 - Present **Member**, Society of Women Engineers

2016 - 2017 **Assistant Officer**, IEEE UT