

Hedyeh Nazarinia

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EDUCATION

Bachelor of Science: Computer Science
University of Utah

Salt Lake City, UT
Anticipated May 2027

Related Coursework: Object-Oriented Programming, Algorithms and Data Structures, Discrete Structures, Software Practice I & II, Web Software Development, Algorithms, Databases

Activities/Societies: Engineering Ambassador, Society of Women Engineers, Freshman Ambassador, Union Programming Council

TECHNICAL SKILLS

Python	C++	CSS	Java	HTML
JavaScript	C#	SQL	Typescript	Angular

EXPERIENCE

NiCE

Sandy, UT

Associate Software Engineer

April 2026 – Present

- Developed and enhanced front-end features using **Angular, TypeScript, HTML, and CSS** for an enterprise customer experience platform.
- Implemented **WCAG 2.1 AA** accessibility improvements, including keyboard navigation, focus management, and screen reader support.
- Utilized AI-assisted development tools to accelerate code exploration, debugging, documentation, and implementation while validating generated solutions.
- Contributed to prompt engineering efforts that improved AI-generated development workflows and response quality.
- Worked with Git-based version control, pull requests, and CI/CD workflows to safely deliver production-ready code.

TECHNICAL PROJECTS

Dishbook Website – Developer – HTML, CSS, Python, JavaScript, Academic Project

August 2025 – December 2025

- Utilized JavaScript, Python, HTML, CSS, and more to create a functional website.
- Implemented back-end and front-end functions for usability.
- Engineered models, views, and controllers. Linking these with the corresponding URLs.
- Supported communication between client and server to render users desired outcome.

Cooking For Dummies – Developer – QT, C++, Debugging, Problem Solving, Academic Project

April 2025

- Implement Box2D, a physics-based gameplay that imitates realistic physics such as collisions, gravity, and friction, to achieve front end simulations.
- Contributed to debugging by testing front-end gameplay and resolving issues by problem solving.
- Implemented collision detection to ensure smooth gameplay with mouse dragging, clicking, and dropping.

Snake – Developer – C#, SQL, HTML, CSS, Visual Studio, Academic Project

Dec 2024

- Engineered a fully functional networking product called “Snake game” using C#, HTML, CSS, Blazor, and Visual Studio.
- Implemented core game logic, including player movement, collision detection, and a live scoring system.
- Brainstormed visual appeal for exceptional user interaction, which resulted in allowing multi-player seamless gameplay.
- Used SQL to track player ID, snake name, entry time, and high scores. This allowed detailed data to be saved and retrieved.

LEADERSHIP

Union Programming Council

Salt Lake City, UT

Associate Director

May 2024 – May 2025

- Contributed to weekly leadership meetings, planning, decision-making, and mentee support, alongside weekly sessions with mentees.
- Provided tailored mentorship to 10 engineering students, offering guidance on resumes, cover letters, research opportunities, and campus leadership roles to foster academic and professional growth.

John and Marcia Price College of Engineering

Salt Lake City, UT

Ambassador

May 2024 – May 2025

- Contributed to monthly meetings, where committee members all share ideas for the growth of the College of Engineering.
- Lead large-scale events, such as Engineering Day, with over 300 attendees, informing students and parents about the College of Engineering, the University of Utah, and pursuing a Computer Science degree.