

ARMAN M. KANI

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EDUCATION

Bachelor of Science in Computer Science
California State University, Los Angeles

Expected Graduation May 2026

SKILLS

Programming Languages: Java, Python, C#, C++, JavaScript, SQL, TypeScript

Tools and Technologies: GitHub, VS Code, MongoDB, Unity, Anaconda, Expo, React Native, Node.js, Express.js

Development Practices: Agile Methodologies, CI/CD Pipeline, OOP

Relevant Coursework: Advanced Machine Learning, Data Structures, Algorithms, Data Visualization, Computer Graphics, Web Development

WORK EXPERIENCE

Retail Store Rep

Nov 2021 – Present

Verge Mobile – Tmobile

- Top performing sales representative at the highest-traffic T-Mobile Premium Retailer (TPR) store location in California, consistently exceeding monthly quota by 120% to 150%
- Recognized as a top performer in a high-volume retail store environment company-wide
- Generated strong revenue through consultative selling, managed high-volume customer interactions daily while maintaining top-tier customer satisfaction ratings
- Assisted management in onboarding and mentoring new hires on sales strategy, product knowledge, and customer engagement
- Modeled performance standards for quota attainment and customer engagement

Handshake AI

Jan. 2026 – Present

- AI research initiatives in collaboration with top AI labs
- Helping improve the performance of Large Language Models (LLMs) within specific fields and topics
- Developing domain-specific prompts and evaluating LLM responses

PROJECTS

Golden Eagle Flight Plan

CSULA AI-Powered University Information System - Full Stack Developer and Team Lead

- Built a cross-platform student success app using React Native (TypeScript), Node.js/Express.js, and MongoDB Atlas with JWT-based authentication across 4 distinct user roles (Student, Faculty, Admin, Student Organization)
- Architected 20+ RESTful API endpoints backed by 6 MongoDB schemas with role-based middleware, field-level privacy controls (OSD data), and approval workflows for institutional accounts
- Engineered a 4-tier gamified progression system (Baby Eagle → Golden Eagle) with 36 milestone tasks, 3 achievement categories, and a 10-level scoring algorithm enforcing category diversity requirements and year-based task unlocking
- Built a hashtag-driven personalization engine that dynamically filters resources and events by student major, grade level, and career interests across 9 configurable majors
- Partnered with the Provost liaison to align architecture with the university's academic initiatives
- Developed faculty and admin dashboards supporting full CRUD for resources, events, and student profile configurations; admin approval queue for faculty and student org accounts
- Led a team of 10 developers across Agile sprint cycles; presented architecture and live demos to CSULA faculty and the Provost Liaison

A Fool's Quest - Unity Game Development Project

- Designed and developed a 3D board game-style RPG using Unity and C#
- Implemented turn-based mechanics, tile events, player health, and gold systems
- Developed modular architecture, including StageManager and SoundManager systems
- Applied object-oriented programming and state management principles

FIFA Player Market Value Prediction | Machine Learning Kaggle Project | Python, Pandas, Scikit learn, Matplotlib

- Built a machine learning pipeline to predict FIFA player market value using player statistics, position, injury status, transfer risk, and contract features.
- Preprocessed data through categorical encoding, feature scaling, train/test splitting, and feature selection to prepare datasets for regression modeling.
- Trained and evaluated Linear Regression, Ridge, Lasso, Decision Tree Regressor, and MLP Regressor models using RMSE, MAE, R^2 , and cross validation.
- Tuned model complexity with regularization, PCA, SelectKBest, and Decision Tree depth comparisons to analyze overfitting and model generalization.
- Conducted an extended dataset analysis showing that stronger player quality features improved performance to 0.4552 R^2 and 4.25 million EUR RMSE.