Mauro Malekshamran

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EDUCATION

San Diego State University

May 2027 (Expected)

Master of Science in Computer Science

California State University of San Marcos

May 2025

Bachelor of Science in Computer Science

EXPERIENCE

Undergraduate Research Assistant

Mar 2025 - Jun 2025

San Marcos, CA

California State University of San Marcos

- Developed a Python/MATLAB game-theoretic model with 5,000+ simulations across 11 equilibria to identify cheatpricing strategies, projected to cut unfair-play by 20%
- Performed sensitivity analysis on player utility and pricing, evaluating 7 key market scenarios to quantify how pricing tweaks can shift hacker market share, forecasting a 15% drop in cheat adoption under revised policies

Computer Science & Mathematics Tutor

Aug 2024 - May 2025

CSUSM STEM Success Center

San Marcos, CA

- Tutored 150+ students one-on-one in C++, Python, MIPS Assembly delivering over 200 hours of personalized sessions on data structures, algorithms, and debugging, driving an average 35% grade improvement
- Organized 10+ targeted C++ and Calculus workshops for 20+ students, authoring practice exams and reviewing 400+ assignments, boosting average exam scores by 25%
- Collaborated with faculty and peers to identify common learning gaps, implementing focused review sessions that helped over 85% of attending students improve at least one letter grade in STEM courses

Member, IEEE Student Branch & Vice President, LeetCode Club

May 2024 - May 2025

California State University of San Marcos

San Marcos, CA

- Ran weekly LeetCode Python sessions via VSCode Live Share for 20+ members, fostering a collaborative environment where 25+ tech students shared resources, experiences, and best practices, leading to a 20% average improvement in challenge completion rates
- Collaborated with clubs to facilitate university-wide hackathons with 40+ participant, assisted in grading 60+ coding challenge submissions and providing constructive feedback

Coding Instructor Jan 2023 - Aug 2024

Rock Creek Education Vista, CA

- Instructed 120+ elementary and middle school students in Python and C++ through 150+ hours of interactive, STEMaligned curriculum, strengthening core problem-solving and computational thinking skills
- Designed and facilitated 15+ project-based learning workshops where students developed 100+ functional coding projects, resulting in a 40% average improvement in code accuracy, debugging proficiency, and creativity
- Created customized lesson plans, gamified challenges, and differentiated instruction to match individual learning styles, boosting student engagement by 35% and fostering early interest in computer science

PROJECTS

Nutri-Snap | React Native, Expo, TypeScript, Flask, Python, Supabase, YOLOv5

Aug 2024 - Jan 2025

- Created a mobile nutrition tracker leveraging a custom YOLOv5 object detection pipeline trained on 211 food classes with annotated bounding boxes
- Deployed the model in a Flask inference API, achieving sub-2s end-to-end latency and ~92% mAP on the validation set
- Integrated Supabase for auth, RLS-secured data persistence, and real-time food log syncing across devices
- Post-processed model outputs (class label, confidence, bbox) to trigger USDA API queries and visualize macro-level nutrient data with dynamic donut and bar charts
- Built and hosted the full inference pipeline with Flask for preprocessing, model inference, and response delivery to app

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript, TypeScript, SQL, MIPS Assembly, Go

Frameworks & Libraries: TensorFlow, Keras, PyTorch, scikit-learn, Pandas, NumPy, Django, Flask, Pygame, OpenCV, Yolo

Tools & Services: GitHub, Linux/Unix, AWS, Azure, CI/CD, Docker, REST APIs, VS Code, Firebase

Databases: MySQL, PostgreSQL, Firebase, Supabase

Machine Learning & AI: LLMs, Prompt Engineering, Computer Vision, Model Validation/Testing, Workflow Automation, Yolo