

Reza (Rey) Sanayei

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EDUCATION

University of Arizona

Master of Science in **Computer Science**

Bachelor of Science in **Computer Science (Honors)**

• **GPA: 3.96/4.0**

• **Excellence in Undergraduate Research Award Recipient**

• **Galileo Circle Scholar** (Selected as one of six top performers among 1,277 undergraduates in Computer Science)

• **Phi Beta Kappa Membership (Top 5% of class)**

Tucson, Arizona

May 2026

May 2024

RESEARCH EXPERIENCE

Research Assistant

University of Arizona - Computational Language Understanding Lab

• **Advisors:** Dr. Mihai Surdeanu, Dr. Steven Bethard

• Evaluated **LLM** performance against state-of-the-art formal **Computational Argumentation Theory** semantics

• Proposed frameworks to enhance LLM performance, laying groundwork for future advancements in argument semantics

• Orchestrated ensemble models using **language models** and **text retrieval libraries** for diverse hallucination detection

• Designed a multilayer model for learning **LLM** authorship styles to detect machine-generated text

• Authored two **first-author papers**: one published in **SemEval 2024** and one under review at **EMNLP 2024**

Tucson, Arizona

August 2023 – Present

Undergraduate Research Assistant & Software Developer

University of Arizona - Pauli Lab

• Developed high-throughput phenotyping pipelines for data from the world's largest plant phenotyping robot

• Utilized the university's **High-Performance Computing** cluster for efficient, distributed data processing

• Designed CNN models for crop-level panicle detection on Field Scanner Data

Tucson, Arizona

April 2023 - February 2024

TECHNICAL SKILLS

Programming Languages: Python, Java, C, SQL, Swift, JavaScript, R

Tools & Frameworks: Docker, Git, Bash, MongoDB, REST API, Maven, PyTorch, TensorFlow, Transformers, NumPy

PROFESSIONAL EXPERIENCE

Machine Learning Engineering Intern - NLP

Pido - One of the largest fuel delivery companies in the Middle East

• Led an NLP project analyzing Persian social media data for traffic insights, optimizing fuel delivery vehicle allocation

• Engineered sentiment analysis and location extraction ML models to enhance fuel allocation strategies

Remote

May 2023 – August 2023

Software Engineering Intern

Namava - VOD service with +6 million users in the Middle East

• Enhanced backend services and database query efficiency, achieving a **20% reduction in latency**

• Played a key role in integrating third-party payment APIs, streamlining the user subscription process

Remote

May 2022 – August 2022

PUBLICATIONS

Reza Sanayei, Srdjan Vesic, and Mihai Surdeanu. 2024. Can Large Language Models Judge Debates?

Analyzing the Performance of LLMs on Natural Language Arguments. *Submitted to the Conference on*

Empirical Methods in Natural Language Processing (EMNLP 2024), 2024. Association for Computational

Linguistics

Reza Sanayei, Abhyuday Singh, MohammadHossein Rezaei, and Steven Bethard. 2024. MARiA at SemEval

2024 Task-6: Hallucination Detection Through LLMs, MNLI, and Cosine similarity. *In Proceedings of the 18th*

International Workshop on Semantic Evaluation (SemEval-2024), Mexico City, Mexico. Association for

Computational Linguistics

MohammadHossein Rezaei, Yea Eun Kwon, **Reza Sanayei**, Abhyuday Singh, and Steven Bethard. 2024.

CLULab-UofA at SemEval-2024 Task 8: Detecting Machine-Generated Text Using Triplet-Loss-Trained Text

Similarity and Text Classification. *In Proceedings of the 18th International Workshop on Semantic Evaluation (SemEval-2024)*, Mexico City, Mexico. Association for Computational Linguistics

COURSEWORK

Object-Oriented Programming, Mobile Application Programming, Databases, OS, Algorithms, Computer Architecture, Machine Learning (graduate), Neural Networks, NLP (graduate), Computer Vision, Computer Graphics

TEACHING EXPERIENCE

Course Coordinator - Object-Oriented Programming & Design **Tucson, Arizona**
University of Arizona, Department of Computer Science August 2022 – May 2024

- Trained and **supervised 8 TAs**, enhancing course delivery and student engagement for over **160 students**
- **Designed 3 key programming assignments** and oversaw a comprehensive 5-week final group project
- Assisted in the outreach and interview procedures for new TA hiring and interviews, **conducting over 200 interviews**

Teaching Assistant - Analysis of Discrete Structures, Software Development **Tucson, Arizona**
University of Arizona, Department of Computer Science August 2021 – August 2022

- Conducted detailed grading and provided personalized feedback for programming assignments and exams
- **Mentored a cohort of 20 students** through weekly office hours, improving their understanding of key course concepts
- Led supplemental instruction sessions focused on development environment setup and exam preparation

LEADERSHIP & VOLUNTEER EXPERIENCE

Computer Science Ambassador, *University of Arizona* January 2024 – May 2024

- Supported outreach to Tucson high schools, sharing insights with students to encourage interest in Computer Science
- Helped organize the Spring 2024 career fair, guiding student check-in and event navigation for a pleasant experience
- Developed advertising materials and outreach strategies for the department's recruiting efforts

President, Google Developer Student Club, *University of Arizona* August 2023 – Present

- Revitalized the chapter, **growing active participation from 15 to over 70 members**
- Hosted a series of workshops on Google technologies, ML, NLP, Computer Vision, and Android Development

College of Science Ambassador, *University of Arizona* August 2023 – May 2024

- Nominated as the sole representative by the Department of Computer Science to engage with and represent the college
- Facilitated new student orientations and departmental tours, led info sessions for prospective students and parents

Computer Science Peer Mentor, *University of Arizona* February 2023 – May 2024

- Guided first-year students with academic and research advice, fostering social integration and a sense of community
- Organized information sessions on course selection, sharing experiences to inspire and inform students

PROJECTS

Jeopardy! April 2023

- **Indexed and retrieved data from 280,000 Wikipedia pages** with **Lucene**, addressing specific content challenges
- Implemented a QA system using **K-means clustering**, followed by **supervised ranking**

Wordle Android App May 2022

- Recreated the popular Wordle game for **Android** using **Java** and **SQLite**
- Added the global leaderboard, player profile, and replayability features for a more competitive version of the game

3D Scene Library April 2022

- Built a library in **C** that creates in-memory data structures representing 3D scenes using nested **structs**
- Implemented functions for saving and writing the 3D scenes to **STL** files in both text and binary formats