

# ANA ASHRAFI

ana.a.ashrafi@gmail.com

5924 New Haven Drive • Plano, TX 75093 • (214) 471-8298

## EDUCATION

<b>The University of Texas at Austin</b>	Cockrell School of Engineering B.S. Electrical and Computer Engineering Overall GPA: 3.42	<i>Expected May 2021</i>
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**Relevant Coursework:** *Algorithms, Data Structures I, Data Structures II, Embedded Systems, Circuit Theory, Linear Systems and Signals, Digital Logic Design*

## WORK EXPERIENCE

<b>The Boeing Company</b>	<i>Plano, TX</i>
<i>Software Engineer Intern</i>	<i>May 2019 - Aug 2019</i>

- Configured VxWorks development environment and partition configuration for U.S. and international software execution
- Gained experience with software engineering DO-178C processes, export compliance, Agile, Scrum, and version control
- Collaborated with Boeing engineers across multiple teams to facilitate an autonomous CI build using Bamboo
- Developed Python scripts to increase efficiency during the development environment setup process
- Built software targeting Boeing hardware from multiple aircrafts using a custom virtual environment

<b>UT Dallas Nanotechnology Institute</b>	<i>Richardson, TX</i>
<i>Research Intern</i>	<i>Jun 2016 - Aug 2016</i>

- Assisted nanotechnology professors in creating an orthotic glove to allow rehabilitation of hand function
- Created artificial joints for the biomimetic hand model used for testing via TinkerCAD and 3D printing
- Presented project on artificial joints at the George A. Jeffrey NanoExplorers Symposium to over 30 professors and peers

## ACADEMIC EXPERIENCE

<b>Embedded System Game Design Project</b>	<i>Austin, TX</i>
<i>Swim Adventures</i>	<i>Apr 2018</i>

- Pair programmed an interactive, 2-D video game coded in C using a TI microcontroller and an LCD display
- Designed a digital-to-analog converter to generate sound effects and used an analog-to-digital converter for movement
- Implemented numerous interrupt service routines to pause the game, move the sprites, and play the sound effects

## LEADERSHIP EXPERIENCE AND ACTIVITIES

<b>The University of Texas at Austin</b>	<i>Austin, TX</i>
<i>Cockrell Student Engineering Council   Vice President of Membership</i>	<i>Apr 2019 - Present</i>

- Plan community building and networking opportunities for the social and professional development of our members
- Cultivate a culture concentrated on diligence, collaboration, inclusion, and amiability among a group of 80 students
- Head new member recruitment and promote 96% membership retention to ensure the growth of the organization

<i>Cockrell Student Engineering Council   Service Committee Director</i>	<i>Apr 2018 - Apr 2019</i>
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- Led service initiatives that contributed 28,664 meals to the Central Texas Food Bank and over \$3,000 to the SAFE Alliance
- Promoted student involvement in the community through volunteering, educational outreach, and philanthropy
- Partnered with co-director to develop the leadership capabilities and skills of 12 committee members

<i>Code Orange   Mentor</i>	<i>Jan 2018 - May 2018</i>
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- Fostered the curiosity of children ages 5-12 in computers and technology through exposure to engineering
- Worked with kids once a week using Scratch and/or Code.org to teach basic coding concepts and skills
- Leveled the playing field in STEM by mentoring and teaching children of lower socioeconomic status

## SKILLS AND INTERESTS

**Software:** Jira, Bitbucket, Git, Bamboo, Confluence, Wind River Workbench, Multisim

**Operating Systems:** Windows, Linux, Wind River VxWorks 653

**Programming:** Java, Python, C, C++, ARM Assembly

**Interests:** Competitive Soccer, Photography, Rock Climbing, Traveling, Farsi

## REFERENCES – Available upon request