ANA ASHRAFI

SOFTWARE ENGINEER

ana.a.ashrafi@gmail.com • (214) 471-8298

anaashrafi.com

github.com/anaashrafi

linkedin.com/in/ana-ashrafi

EDUCATION

The University of Texas at Austin — Cockrell School of Engineering — *Expected May 2021*

B.S. Electrical and Computer Engineering

Overall GPA: 3.53

Relevant Coursework: *Algorithms, Software Testing, Data Structures I, Data Structures II, Information Security & Privacy, Embedded Systems*

SKILLS

Proficient in Java, JavaScript, HTML/CSS, C#, XP, Debugging, Test-Driven Development, Git, Agile/Lean Methodologies, Jira
Experienced with Python, C, C++, SQL, MySQL, React, User-Centered Design, CI/CD Pipelines, Bamboo, Linux, JUnit/NUnit, Selenium
Familiar with PHP, PowerShell, Behavior-Driven Development, Google Cloud Platform, Pivotal Cloud Foundry

WORK EXPERIENCE

Dell Technologies — ***Remote***

Software Engineer Intern — *Jun 2020 - Jul 2020*

- Reduced manual queries run across Dell Digital by 78% through enhancing an ASP.NET Core MVC web application
- Delivered new application features with a story cycle time of <10 days through pair programming, TDD, and CI/CD pipelines
- Optimized costs of feature implementation and lowered defect rates through automated unit and functional testing
- Improved customer satisfaction by applying user-centered design, leading user interviews, and creating feedback loops
- Achieved zero downtime deployments by working in a cloud native, containerized environment through Pivotal Cloud Foundry

The Boeing Company — ***Plano, TX***

Software Engineer Intern — *May 2019 - Aug 2019*

- Configured VxWorks RTOS development environment and partition configuration for U.S. and international software execution
- Increased efficiency during the development environment setup process through the creation of various Python scripts
- Collaborated with Boeing engineers across multiple teams to facilitate an autonomous continuous integration build
- Gained experience with software-based aerospace requirements, export compliance, Agile (Jira), Scrum, and version control
- Built software targeting Boeing hardware from multiple aircrafts using a custom virtual environment

PROJECTS

Election Essentials (Repo: tinyurl.com/ElectionEssentials) — ***Austin, TX***

Web Application Design — *Sept 2019 - Nov 2019*

- Developed a web app to help students identify political topics that matter most to them and receive info on the 2020 election
- Designed the UI for all presidential candidate profiles and news article pages using HTML, CSS, and JavaScript
- Utilized MySQL and PHP to store and access data regarding user selections/favorites, candidate profiles, and news articles

Swim Adventures (Demo: tinyurl.com/SwimAdvDemo) — ***Austin, TX***

Embedded System Design — *Apr 2018*

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

LEADERSHIP EXPERIENCE

The University of Texas at Austin — ***Austin, TX***

Cockrell Student Engineering Council | *Vice President of Membership* — *Apr 2019 - Apr 2020*

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

Cockrell Student Engineering Council | *Service Committee Director* — *Apr 2018 - Apr 2019*

- 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 a co-director to develop the leadership capabilities and skills of 12 committee members

Code Orange | *Mentor* — *Jan 2018 - May 2018*

- 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