






# Jayden G. Sadettan

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Education	<b>The University of Washington Seattle, WA</b> <i>Fall 2015 – Present</i> <ul style="list-style-type: none"><li>U.W <a href="#">STARS</a> Engineering Program</li><li>Department: <b>Computer Science &amp; Engineering</b></li><li>ACM Richard Tapia Celebration of Diversity in Computing 2018 Attendee</li><li>Dubhacks 2017 Participant</li><li>Sigma Nu, Gamma Chi: Risk Reduction Chairman</li><li>Greek Naps active member.</li></ul>
Employment	<div></div> <b>T-Mobile Software Engineer Intern, Snoqualmie WA</b> <i>June 2018 - Present</i> <div><b>Tier 2 Diagnostic Systems, Technology</b><ul style="list-style-type: none"><li>Creating automation testing to have a continuous customer experience on all flagship devices, Samsung S9 and iPhone X.</li><li>The results are written and tracked using Grafana and Influx.</li><li>Automation testing uses REST API through commands using Perfecto, a third-party product for mobile device testing.</li><li>Final product will be used across all T-Mobile markets and devices to ensure phones are healthy and running correctly.</li></ul></div> <div> Microsoft</div> <b>Microsoft Explorer Intern, Redmond WA</b> <i>June 2017 - September 2017</i> <div><b>Windows Core Dev, DEP R&amp;D</b><ul style="list-style-type: none"><li>Assigned to create a new native XAML control for app developers to use within UWP apps.</li><li>Served as a Product Manager and talked to Microsoft's Office, Edge, and Xbox teams to see if they could adapt my control in their present UWP apps.</li><li>As a Product Manager, ensured the control was accessible to all. Worked with keyboard and narrator teams to highlight functionality.</li><li>As a Developer, took ownership on creating Unit Test to ensure the control's API, touch, and accessibility worked.</li><li>Created a final presentation that showed the pros and cons of making a new XAML control to an executive of the Windows department.</li></ul></div> <div> University of Washington, Seattle WA <i>March 2016- January 2017</i><b>F.I.G (First-year Interest Group) Teacher, First Year Programs.</b><ul style="list-style-type: none"><li>Instruct first-year students about university resources &amp; the college experience.</li><li>Develop lesson plans &amp; personalized curriculum.</li><li>Maintain relationships with mentors and other FIG leaders.</li><li>Developed communication, leadership, and public speaking skills through training.</li><li>Encouraged a strong work ethic while making sure all of my students were successful.</li></ul></div> <div> Microsoft</div> <b>Microsoft High School Intern, Redmond WA</b> <i>June 2015 - August 2015</i> <div><b>Learning Experiences Team (LeX)</b><ul style="list-style-type: none"><li>Helped facilitated multiple Hour of Code session, focused on showing kids the fundamentals of coding.</li><li>Guided teachers across the U.S on how to use CS50 with Harvard. Oversaw how to teach the A.P CS50 curriculum.</li><li>Designed test for Microsoft's Touch Develop curriculum on various browsers to ensure quality control and instructional consistency.</li><li>Designed an outline for a potential Network Security Course for Microsoft Virtual Academy.</li><li>Created a student persona highlighting how a student interest in hardware and devices can lead into developing an affinity for computer science.</li></ul></div> <div><b>Microsoft's O.E.M HP Sales and Marketing</b><ul style="list-style-type: none"><li>Specialized in HP Products, such as Tablets, Laptops, and all in one desktops.</li><li>Device Manager; installed Windows 10 on hundreds of devices and shipped internationally for the Windows 10 launch event.</li><li>Monitored/managed the HP Knowledge booth at S4 Business Conference.</li></ul></div>
Skills & Projects	<b>Languages</b> <ul style="list-style-type: none"><li>Java (Mastery), Python (Proficiency), C, C#, Bash, Ruby, Haskell, Prolog, Racket, Verilog</li></ul> <b>Software</b> <ul style="list-style-type: none"><li>Eclipse, PyCharm, Git, Visual Studio, Putty</li></ul> <b>Concepts</b> <ul style="list-style-type: none"><li>Data Structures &amp; Parallelism, Assembly and Machine Code, Statistics, REST, API documentation and development, cooperative development and product management.</li></ul> <b>Projects</b> <ul style="list-style-type: none"><li>Pi Girl2: A Handheld gaming emulator made with a Raspberry Pi 3, holds 300 games.</li><li>PiPhone: A cell phone that can receive and make calls made with a Raspberry Pi 3 and a GSM module. Currently implementing a way to send an emergency text message.</li></ul>
Achievements	<ul style="list-style-type: none"><li>Recipient of the Paul G. Allen Full Ride Scholarship to the ACM Richard Tapia Celebration of Diversity in Computing 2018</li><li>Recipient of the U.W Eileen Bjorkman Term Scholarship in Computer Science &amp; Engineering 17-18.</li><li>Recipient of the Washington State Opportunity Scholarship.</li><li>Recipient of the Washington State Achievement Council College Bound Scholarship.</li><li>Highline School District Featured Alum of January 2016.</li></ul> <div></div>