Kaih White

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Portfolio: https://github.com/KaihWhite https://www.kaihwhite.com/

Summary

With the goal of working on solutions to solve real world problems, I have been training the past 4 years to become a software engineer. I am a junior in my degree and I enjoy using what I have learned to develop complex systems which is why I am currently developing for Augmented Reality in Unity. This takes persistence, creative problem solving, and attention to detail.

Education

University of Washington

June 2023

- BS in Computer Science, 3.7 GPA
- Two Dean's List awards
- Relevant courses: Algorithms, Data Structures, Programming Languages, Computer Architecture

Experience

Software Development Engineer Intern | Amazon

June – Sept. 2022

 Accepted an offer to work at Amazon over the summer as an SWE Intern. I will be working on a team in the AWS department.

IT Support | Staging and Design Network

Jan. - May 2020

• I improved 300 customers' experiences by allowing them to finalize purchases they were prevented from previously. I used <u>SQL</u> to manage the company's database when catalog issues came up. I helped debug errors that would arise with the company's website with senior developers.

Back-End Developer | XR Universe

May – August 2019

• My team of students, from Bellevue College, developed virtual labs to supplement learning. This was a prototype for an alternative to traditional education using virtual reality and interactive teaching techniques. I used Git to practice version control.

Projects

Markov Chain Text Generator

• I developed an algorithm that learns from text to generate new, random text of a user specified length. I used the map data type to implement a Markov decision process that is generated when the initial text is read by the program. The decision process is then used to produce the new output text.

Languages

• C++, Python, Java, C#, and SQL