CHRISTINE WAWERU

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EDUCATION

BROWN UNIVERSITY *Providence, RI, USA*

- A.B. Computer Science (*GPA: 3.62 / 4.00*) *Expected Graduation: May 2023*
- Relevant Coursework: Modern Web & Mobile Applications, Hypertext/Hypermedia, User Interface and User Experience, Algorithms and Data Structures, Object-Oriented Programming, Computer Systems, Applied Mathematics and Statistics.

SKILLS & TOOLS

- **Development**: Proficient in HTML/CSS and JavaScript. Comfortable with MERN Stack technologies (MongoDB, Express, React and Node).
- **Programming**: Proficient in JAVA, PYTHON, and C.
- **UX**: Familiar with User Research, Personas, Wireframing and Prototyping.

PROJECTS

Rheumatic Heart Disease Screening App

Prototype: https://bit.ly/3tZzjiA

- Collaborated with a team of four to develop a Mobile Application that facilitates off-site patient data collection and management at Tenwek Hospital in Western Kenya.
- Implemented the Frontend using JavaScript, CSS and Vue.js.
- Programmed the Backend using Python and incorporated an SQL based database for data storage.

Shell

- Implemented a command line interface program in C that replicates the computer's shell by parsing user input, executing built-in shell commands, and handling errors from system calls and bad user input.
- Achieved handling of multiple processes by running them in the background, as well as managing processes with signal forwarding.

EXPERIENCE

MICROSOFT *Redmond, WA, USA*

Software Engineering Intern (Azure Front Door Team) *May 2021 – July 2021*

- Designed and implemented a data visualization tool in JavaScript to model relationships between different units of logic in HTTP/S requests monitored and filtered through a request execution engine.
- Developed the tool to process JSON input and render Directed Acyclic Graphs to help developers easily analyze and debug.
- Implemented a variety of user-friendly interactive features based on the team's feedback including 2D zoom, UX buttons for graph traversal, searching for a vertex by its ID, and incorporated a form for JSON user input.

UNDERGRADUATE TEACHING ASSISTANT

Introduction to Algorithms and Data Structures. *January 2020 – May 2020*

- Held two-hour weekly meetings tutoring students on Algorithms and Data Structures for sorting, searching, graph problems, and geometric problems in PYTHON and JAVA.
- Taught students how to analyze the time and space complexities of algorithms and how to implement them in homeworks and projects.

Introduction to Object Oriented Programming. *September 2019 – December 2019*

- Led four two-hour weekly sessions teaching Object-Oriented Design concepts such as Inheritance, Polymorphism and Encapsulation and programming in JAVA.
- Collaborated with 43 other UTAs to develop lesson plans and grade projects for 400+ students.

ARTEMIS PROJECT *Providence, RI, USA*

Coordinator *January 2019 – August 2019*

- Instructed 17 students with no prior programming experience in PYTHON and HTML/CSS with each student designing their own independent websites in five weeks.
- Led the effort to facilitate field trips, and to host guest speakers who exposed students of marginalized genders to the field of Computer Science and enhanced their self-confidence.