

# Ajuna S. Kyaruzi

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## EDUCATION

Grinnell College

*Bachelor of Arts in Computer Science* (Major GPA 3.86)

Expected May 2017

## SKILLS

Technical Skills: Java, Scheme, C, Version Control, Linux, HTML/CSS, Pants, Bash, Drupal, Ruby on Rails

## RELEVANT EXPERIENCE

Software Engineering Intern

*Engineering, Google*

May 2016 - August 2015

- Work as a new Software Engineering Intern in the Los Angeles office

Software Engineering Intern

*Identity Team, Twitter*

June 2015 - August 2015

- Created a Phone Reputation Store with a matching API for Twitter's internal rule engine, BotMaker
- Assisted spam fighting efforts by writing several BotMaker "rules" using the Reputation Store
- Used Java, Git, Pants and some Scala to work with Twitter's existing code base

Mentor and Tutor (Teaching Assistant)

*Computer Science Department, Grinnell College*

January 2014 - May 2016

- Assist 30 introductory level students with debugging code and understanding lab problems
- Tutor 3 students for an hour weekly on a one-on-one basis to clarify concepts

## PROJECTS

Sustainable Coding Communities: Tanzania

*CSC-499: Mentored Advanced Project*

Spring 2016

- Research how to create sustainable local coding communities where diverse groups (in race, age, class, ability, etc) can come together to learn and teach other about computer science concepts
- Organize, plan, and tutor Unity and Scratch in the new code community in Grinnell, IA
- Propose a plan and budget to create a code community in East Africa such as in Dar es Salaam, Tanzania

Pioneer Weekend 2.0

*Wilson Program in Innovation and Leadership*

April 2016

- Organized and facilitated an innovation competition where college students interested in developing, designing, marketing and startups are invited to try out their business ideas, build teams and win prizes

Rootstalk: A Prairie Journal of Culture, Science and the Arts

*SST-295: Interdisciplinary Publishing II*

Spring 2015 - May 2016

- Designed, implemented and maintained a Drupal website for Rootstalk while publishing a digital artpiece
- Published a digital artpiece using Racket and GIMP in the third issue of the journal

## EXTRACURRICULAR AND LEADERSHIP EXPERIENCE

Director and Administrative Outreach

*Grinnell AppDev, Grinnell College*

December 2014 - Present

- Lead a team of 30 students in creating and maintaining iOS and Android apps for 500+ users
- Organize and upkeep team finances by managing our \$50,000 yearly budget and payroll
- Create a sustainability and contingency plan with Grinnell College administration for the group's finances