Alanna Pasco

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EDUCATION

Northeastern University | Boston, MA
M.S. in Computer Science ● GPA 3.80 — Expected Graduation: **May 2023**
Coursework: Systems; Algorithms; Object-Oriented Design; Software Development; Mobile App Development

B.A. in International Affairs ● GPA 3.44 — **Sep 2016 — Aug 2020**

TECHNICAL KNOWLEDGE

Programming Languages: Java; Kotlin; Python; C; HTML/CSS/JavaScript
Tools and Frameworks: GraphQL; Django; Android Studio; Firebase; MongoDB; Git/Github

PROJECTS

Android Dog Walking App — Mobile App Development | **Summer 2021**
- Led backend development of mobile app that tracks, shares dog care, including walk reminders
- Managed user data in Firebase Realtime Database, and was architect of data representations in Java
- Minimized UI latency by creating utility to put and fetch data from Firebase off main GUI thread

AI Player Game Server — Software Development | **Fall 2020**
- Designed and implemented a scalable client-server gaming system in Java that hosts games of *Hey, That's my Fish!* and provides a server to which hackers can connect AI players to compete in tournaments
- Pair programmed and defended design choices in three code walks in front of class of 50 students
- Developed AI player API and composed detailed protocol documentation for the API
- Employed remote-proxy pattern to bring together server-side game system and client-side AI players

Graph Theory Game — Fundamentals of Computer Science | **Spring 2018**
- Implemented *Light 'Em All*, a game founded on graph theory where users rotate tiles, connect wires, and advance a power ball through the wire graph until the entire city grid is connected and lit.
- Generated wire grid using Kruskal's algorithm, identifying min spanning tree before rotating for gameplay
- Traversed wires using breadth-first search from power node and visually lit up tiles within a defined radius

PROFESSIONAL EXPERIENCE

Amazon Web Services - Elastic File System
Software Development Engineer Intern — Prospective Dates: **Sep — Dec 2022**

Chewy - Pet Health Engineering
Backend Software Engineer Intern — Boston, MA | **Jan — Mar 2022**
- Worked on PracticeHub, an app where vets can seamlessly prescribe prescriptions to Chewy customer pets
- Developed services using Python, Django, and GraphQL; Tested comprehensively with Pytest
- Took initiative to compose 20+ pages of onboarding documentation, complete with self-drawn system architecture diagrams, how-to guides for all backend tools, and tips for future interns and new grads

Android Mobile Developer Intern — Boston, MA | **Apr — Jun 2022**
- Designed and implemented PracticeHub android app features using RxJava, Kotlin
- Self-started project to perform accessibility audit on mobile apps, uncovered numerous problematic bugs

Khoury College of Computer Sciences, Northeastern University
CS 4500 Software Development Teaching Assistant — Boston, MA | **Sep — Dec 2021**
- Critically reviewed assignment submissions written in students' chosen programming language
- Delivered detailed feedback regarding students' design decisions and adherence to programming principles

Apple Inc.
Specialist — Cambridge, MA | **Oct 2014 — May 2016**
- Anticipated and explored customer needs, discovered enriching solutions with them
- Built relationships with team of over 100 staff members by delivering and receiving feedback regularly