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