

Alanna Pasco

(781) 307-6417
pasco.a@northeastern.edu
view my work online: alannaa.github.io/main/

EDUCATION

Northeastern University

Candidate for M.S. in Computer Science

Exp. Graduation May 2022

B.A. in International Affairs, minor in Computer Science

August 2020

Relevant Coursework: Discrete Structures; Object-Oriented Design; Software Development; Systems

Bunker Hill Community College

A.A. in Linguistics and World Studies

May 2016

PROFESSIONAL EXPERIENCE

The Boston Foundation

Grants Administrator

July 2020-Present | Boston, MA

- Process and track up to 40 grant payments each week
- Support the Grants Management System software design and implementation project

Northeastern University Dialogue of Civilizations Global Experience

Program Coordinator

May 2017-April 2020 | Amman, Jordan

- Co-led international experiential study abroad program to Jordan for up to 38 students for three program iterations
- Responded efficiently to student inquiries regarding local logistics and academic assignments
- Developed students' cultural competence through weekly informal chats where students reflected on experiences
- Designed and implemented program's first student feedback channel and adjusted programming in response to it

Apple Inc.

Specialist

Oct 2014-May 2016; Dec 2019-Feb 2020 | Cambridge, MA

- Created energy around Apple products by engaging with up to twenty customers per shift
- Awarded for contribution to loss prevention by collaborating with Cambridge Police to curtail theft
- Built relationships with a team of forty staff by delivering and receiving constructive feedback daily

United Nations High Commissioner for Refugees

MENA Policy Unit Partnerships Intern

August-December 2018 | Amman, Jordan

- Conducted research and presented data for meetings with private and public sector partners
- Drafted progress reports on roundtables to be sent to UNHCR headquarters in Geneva

TECHNICAL KNOWLEDGE & PROJECTS

Game Server - Java

Fall 2020 | Software Development

- Designed and implemented system that provides servers to which hackers can connect AI players to compete in tournaments in roughly 7,375 lines of Java
- Pair programmed, performed code walks in front of class of 50 students, and designed and wrote API protocols
- Implemented remote-proxy pattern, bringing together the server-side game system and client-side AI players

Language Predictor Tool - Python

Spring 2018 | Fundamentals of Data Science

- Built tool that predicts the language a document is written in given a sample set of documents in known languages
- Analyzed trigram frequencies in test set and calculated cosine similarity against known languages in sample set to predict languages based on similarity of trigrams found in the documents

Primary experience: Java; C; Python; HTML/CSS/Javascript; Git/Github; Command line

Key Skills: Quickly learning new tools; Systematic problem solving; Integrating design patterns & principles