

Alanna Pasco

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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

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

Spring 2018 | Fundamentals of Data Science

- Built tool that predicts the language a document is written in given a sample set of documents of 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

Additional experience in: Java; C; Python; Javascript/HTML/CSS; Git/Github

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

