

# Alanna Pasco

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

### Fish Game Server - Java

Fall 2020 | Software Development

- Designed and implemented a gaming system that hosts games of Hey, That's my Fish! and provides a server to which hackers can connect AI players to compete in tournaments in roughly 7,375 lines of Java
- Pair programmed, presented two code walks in front of class of 50 students, and practiced egoless programming
- 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 a tool that predicts which language a document is written in given a sample set of documents whose languages are known.
- Compared trigram frequencies in test set with those in sample set using cosine similarity index to make predictions

**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