

ANASTASIA LALAMENTIK

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📍 403 Mason Farm Rd Apt C, Chapel Hill, NC 27514

EDUCATION

- University of North Carolina at Chapel Hill Degree Expected May 2016
 - > B.A. in Computer Science
 - > Relevant Courses: Object-Oriented Programming, Data Structures, Computer Organization, Files and Databases, Advanced Web Programming, Operating Systems, Discrete Mathematics, Models of Languages and Computation
- Central Piedmont Community College(Charlotte,NC) Graduated May 2014
 - > Associate's in Science
 - > Program GPA: 4.00, Cumulative GPA: 3.94
 - > Honors: President's List (3 semesters), Dean's List (1 semester)

SKILLS

- Programming Languages
 - > HTML5, CSS3, Javascript, Java
 - > Currently learning C and Python
- Frameworks and Technologies
 - > jQuery, Bootstrap, Flot.js, Canvas.js, Eclipse, UNIX Shell, Adobe InDesign, Adobe Photoshop
- Languages
 - > English, Indonesian, Basic Chinese, Intermediate French

INTERNSHIP EXPERIENCE

- Software Development Intern at Bright Wolf(Durham, NC) Summer 2015 - present
 - > Built Internet of Things device simulators with HTML5, CSS3, Javascript, and Java based on existing company API.
 - > Used source control management systems to merge and deliver code.
 - > Built testing schemes and tested applications before delivery.
 - > Coded content and added design to the website of an upcoming company-sponsored Regional Internet of Things(RIoT) hackathon: hackathon.ncriot.org.

LEADERSHIP EXPERIENCE

- Vice President of UNC Women in Computer Science Fall 2015 - present
 - > Organized weekly meetings as means to provide women in computer science with a support system. Weekly meetings consist of tech talks, sharing of career-related opportunities and resources, and networking with company representatives and fellow students.
- Director of Travel at Pearl Hacks Fall 2015 - present
 - > In charge of the logistics of transporting Pearl Hacks participants from other states to Chapel Hill based on budget allocation.
 - > In charge of managing the Pearl Hacks Travel Committee and delegating tasks such as booking buses, communicating with participants pre-event, and taking care of the travel reimbursement process.

PERSONAL PROJECTS

- Personal Website Winter 2014
 - > Built from scratch as means of learning front-end web development.
 - > Used HTML, CSS, Google Fonts API and the Bootstrap framework to construct a multi-page website over the course of two weeks.
 - > Created a mini-game "Reaction Tester" on the website. The game measures people's reaction time using HTML, CSS, and Javascript.
- Name Game Generator Spring 2015
 - > Wrote a Java program which takes in any name as input and use it to generate a rhyme based on the 1960s song "The Name Game" by Shirley Ellis.

ADDITIONAL EXPERIENCE

- "Lecture Gauge" team member at HackDuke Fall 2014
 - > Collaborated on a team with students from five different universities to create a web application aimed towards increasing the ease of communication between students and professors during lectures. Worked on front-end development.
 - > Lecture Gauge was featured on Coursera's Tech Blog.