ALLISON LORPHANPAIBUL

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EMPLOYMENT

Software Engineer, Intern **Hewlett-Packard** **Summer 2020 - Current**

Code size Tracker (python, sqlite, matplotlib, shell)

- Programmed a vital tool for tracking, storing, and plotting the size of a code base over time
- Used sqlite databases to store data and cron to automate script
- Used matplotlib to create dynamic graphs for team's presentations

Sequence Diagram Tool (C#, WinForms)

- Designed and developed a tool for converting TAP reports from printers to sequence diagrams
- Made a GUI for easily converting the files, saving team 6 hours a week

Tutor **Washington State University** **Spring 2019 – Winter 2020**

- **Courses**: Discrete Mathematics, Computer Science I & II, Introductory Japanese
- Worked in a multicultural environment
- Developed students' work ethic and independence

EDUCATION

Pullman, WA **Washington State University** **Expected: Spring 2021**

- Bachelor of Science in Computer Science. Honors College. GPA 3.8
- Japanese Degree for the Professions. GPA 3.75
- **Relevant Coursework: Object-Oriented Design; Linear Algebra;** Parallel Computing; Machine Learning; Human-Comp. Interaction; **Software Engineering**; Algorithms; Operating Systems; Comp. Architecture

TECHNICAL EXPERIENCE

Projects

- **League Match Predictor** (2020). Trained machine learning classifiers to predict the outcome of a League of Legends match, using different methods of feature engineering. Python, matplotlib, sklearn.
- **Bumble Jump** (2020). Programmed and designed levels for a 3D platforming game for a 24-hour hackathon. Used Jira for crucial project management. C#, Unity.
- **Cracked Jam Games** (2019). Coded and designed with a team the frontend and backend of a Game jam website where users can submit games and reviews for game Jams. Successfully deployed API to Heroku. HTML/CSS, Bootstrap, Javascript, Python, SQL.
- **WSU Parking** (2018). Developed an application utilizing motion sensor data to display which spots in a parking lot are available. Created for a 24-hour hackathon. C, Python, Tkinter.

ADDITIONAL EXPERIENCE AND AWARDS

- **Teacher's Assistant:** (2018-2019) Taught two introductory conversational Japanese courses of up to 20 students
- **Peer Mentor:** (2019-2020) Mentored incoming international Computer Science students for two years, 150 in total
- **Crimson Code Hackathon:** (2020) Awarded 2nd prize for Bumble Jump game, out of 40
- **Crimson Code Hackathon:** (2018) Awarded 5th prize for WSU Parking application, out of 50
- **Presenter, Columbia Basin Asian Studies Symposium:** (2017) Presented research paper to 30 faculty and students
- **Member, WSU Fencing Team:** (2019-Current) Member of fencing team, attending practices two times a week

Languages and Technologies

- C++; C; **C#**; Python; Javascript; HTML/CSS; Shell
- Visual Studio; VSCode; Linux; **Unity**
- Git; Jira; Agile Methodology