TSION BEHAILU

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EDUCATION

University of California, Berkeley *August 2011 - May 2015*
Bachelor of Arts - Computer Science

SKILLS

- Java, Ruby, C, Python, Matlab, LaTeX, AutoCAD
- Eclipse, Teradata, Ruby on Rails, Coda, XCode, Hadoop, Logism

EXPERIENCE

Software Engineer - *Google, Mountain View, CA* *August 2015 - Present*
- SWE on the Android Partner Engineering Team.

Software Engineering Intern - *Groupon, Palo Alto, CA* *June 2014 - August 2014*
- Automated the collection of page performance metrics for the SEO team. Wrote clients for various external API?s, such as Dotcom-Monitor and Pingdom, to collect the performance statistics of SEO pages and integrated these into a rails application. Scheduled cron jobs regularly pull the page performance data to a MySQL database, and then add the data to Teradata. Application was deployed to production and is now accessible to all Groupon teams.

Research Assistant/Marketing Director - *Institute for Law and Policy Planning, Berkeley, CA* *October 2011 - Present*
- Shaped the marketing structure of ILPP to produce better results in both news searches and RFPs, ultimately leading to more jobs for the organization.

PROJECTS

Information Communications Technologies (ICT) Development for Sub-Saharan Farmers *August 2014 - May 2015*
www.tsionbehailu.me/research
  Advisor: Prof. Tapan Parikh, School of Information
- Designing ICTs to Increase Smallholder Farmers' Access to Markets and Knowledge. Identify needs and defines opportunities through innovative ICT-based applications and systems which can increase agricultural small-holder productivity, profitability, and sustainability
- Funded by NSF, CRA-W, CDC

BestRegards.co: Handwritten Thank You Cards Generator *October 2013 - Present*
https://github.com/tbehailu/best_regards_v2
- Co-founded a web service that automates handwritten thank you cards using Ruby on Rails. Built an ecommerce platform and integrated Stripe's API to accept payments.

Bird Bounce: An iOS Mobile Game *October 2013 - Present*
https://github.com/tbehailu/BirdBounce
- Developed an iOS mobile game with a partner on Kobold2D, a 2D game framework. All graphics were done using Adobe Illustrator.

COURSEWORK

- Databases
- Software Engineering
- Internet of Everyday Things (IoT)
- Internet Architecture
- Computer Security
- Artificial Intelligence
- Discrete Math & Probability Theory
- Economic Theory–Micro
- Technology Entrepreneurship
- Finance
- Data Structures (*Java*)
- Machine Learning

AWARDS & ACTIVITIES

EECS Eugene L. Lawler Prize *April 2015*
  Awarded by the UC Berkeley EECS Student Awards Committee.

Square College Code Camp *January 2014*
  One of twenty female CS students chosen from the U.S. and Canada to participate in a four-day immersion program at Square HQ. Completed workshops in CSS architecture, iOS Development, and Security Engineering.

Winter Academic Training Camp (WAT Camp) *Computer Science Instructor* *January 15-19, 2014*
www.tsion.me/wat-camp-2014

  Instructor for *CS61A: Structure and Interpretation of Computer Programs* at WAT Camp. Covered elements of programming, lambda functions, environment diagrams, sequences, objects and classes, and more. Course was conducted in Python.

Undergraduate Study Committee *L&S Computer Science Representative* *September 2013 - May 2015*

  Aid in the making of departmental decisions with the Computer Science Department faculty and staff as a representative for Letters & Science Computer Science students.

Cal N.E.R.D.S. *Researcher for Cal New Experiences for Research & Diversity in Science* *March 2013 - Present*