Anja Subasic

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Education

COMPUTER SCIENCE (MS) | SEPTEMBER 2017 - MARCH 2019 | DARTMOUTH COLLEGE

- Coursework Track M.S. Program
- GPA: All HP (possible grades at Dartmouth are NP (no pass), LP (low pass), P (pass) and HP (high pass))

COMPUTER SCIENCE (BS) | MAY 2017 | MISSOURI SOUTHERN STATE UNIVERSITY

- GPA: 3.96
- Double Major in Computer Science and Music Performance/Percussion

Technical Skills

- **Frequently Used Languages:** Python, Java, C#, SQL, Swift, HTML, CSS
- **Databases:** MySQL, SQL Server

Relevant Experience

RESEARCH ASSISTANT FOR V.S. SUBRAHMANIAN | DARTMOUTH COLLEGE | SEPTEMBER 2017 - PRESENT

- Machine learning research, currently working on a project that attempts to predict influence of membership changes in a terrorist network, and how knowledge about those patterns can be used to destabilize a terrorist network. Programming languages used: Python, Java

SOFTWARE ENGINEER | LEGGETT & PLATT INC. | SEPTEMBER 2016 - AUGUST 2017

- Developed a large ETL application in C# as part of a team with two other developers.
- Maintained and added functionality to an internal reporting website using C#, ASP.NET Razor, HTML5 & CSS, JavaScript and Telerik Kendo UI components.
- Proposed, then implemented features for an existing reporting application that allow users to customize their own reports and therefore reduced the number of new report requests by approximately 30%.
- Wrote SQL Server stored procedures to generate datasets for newly interactive reports.

SOFTWARE DEVELOPMENT INTERN | PILR TECH | DECEMBER 2015 – AUGUST 2016

- Developed several C# applications to test and develop an intern training program for the company.
- Developed a significant set of new features for a client Windows Store Application.
- Single-handedly developed an ASP.NET MVC website for a company initiative.

Recent Projects

KITTY COLLECTOR GAME | HTTPS://GITHUB.COM/ANJASUBASIC/KITTYCOLLECTOR

- An Android game built for a Smartphone Programming (Android) class in Java, and enhanced through added custom design and features not required for class credit. Technologies and libraries used include Google Maps API, Picasso, Camera Overlay, Volley, tracking background service, login/account registration procedure, notifications, other Android features. See README on GitHub for a more detailed description.

STONE PROJECT | CODE AVAILABLE UPON REQUEST (PAPER NOT YET PUBLISHED)

- A Python project I independently worked on that, given data about terrorist organization members and relationships within the organization, extracts graphs that represent snapshots in a terrorist organization with no changes (no members arrested/killed, no one new joined etc). Each graph/network represents the version of the terrorist network at a given time interval *t,* where nodes represent members of the organization and edges represent relationships between those members. These graphs were later used to extract network features and identify methods to effectively destabilize the terrorist organization.