Alexander Banh

Website | alexbanh.me
LinkedIn | linkedin.com/in/banha/
(206) 612-4234
alex.banh1881@gmail.com

EDUCATION

University of Washington
2015-2019 (Expected)
Second Year Student – B.S. in Computer Science
Seattle, WA

- Current GPA: 3.75
- Annual Dean's List: 2015-2017
- Relevant Coursework: CSE 341 (Programming Languages), CSE 351 (Hardware/Software Interface), CSE332 (Data Structures and Parallelism), CSE311 (Foundations of Computing I), CSE142 (Computer Programming I, Java), CSE143 (Computer Programming II, Java), MATH125 (Calculus II), MATH126 (Calculus III)

Tools/Languages

- Java | Swift | C | Standard ML | Racket | html | css
- Git | Atom | Eclipse | NetBeans | Emacs

PROJECTS

Aria
April 2017
AWS | Node.js

- Developed a hackable personal smart home assistant designed to be compatible with all your smart home devices, regardless of what brand or ecosystem they come from
- Established communication between Alexa, AWS Lambda, AWS IoT Platform, and a Raspberry Pi and implemented IFTTT integration
- https://devpost.com/software/aria-your-personal-smart-home-butler

CSE 332 Projects
January - March 2017
Java

- Implemented a zip program, a text completion program, and a chess bot
- Given a set of specifications, implemented efficient storage solutions with various data structures
- Collaborated with a partner and performed pair programming to tackle larger scale projects
- Processed large sets of data into various data structures and focused on optimizing storage and access efficiency.

Hangman
July-September 2016
Swift | xcode | iOS | MVC

- Created a Hangman game for iOS - https://github.com/wow1881/flybu-hangman
- Developed core hangman game model and integrated model with storyboard and view controller to create initial game version
- Refined and optimized app with an independent team of three, leading to several new features and a UI overhaul

EXPERIENCE

UW Autonomous Systems Flight Laboratory
2016-Present
Visual Anchoring Team - https://www.aa.washington.edu/research/afsl
Seattle, WA

- Assisted with a flight software rebase to update lab-specific firmware to the latest community version
- Built and maintained custom variants of flight software, including positional drone tracking software

UW Society for Advanced Rocket Propulsion
2015-Present
Recovery Team – https://uw.useed.net/projects/145/home
Seattle, WA

- Worked on steps to ensure uniform documentation and organization of key files and information
- Developed and tested a redundant and reliable rocket recovery system
- Conducted extensive and varied tests on parachute deployment systems and recovery electronics