

# Alexander Banh

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## EDUCATION

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### University of Washington

2015-2019 (Expected)

Third Year Student – B.S. in Computer Science

Seattle, WA

- Current GPA: 3.61
- 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 | C# | Standard ML | Racket | html | css
- Git | Atom | Visual Studio | Xcode | Eclipse | NetBeans | Emacs

## EXPERIENCE

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### Fujifilm Sonosite

June - September 2017

Systems Verification Intern

Bothell, WA

- Maintained and developed new features and UI for a medical equipment inventory tool
- Designed and implemented database management functions resulting in increased program and team efficiency
- Wrote scripts and programs to assist with the testing and development of medical imaging devices

### UW Autonomous Systems Flight Laboratory

2016-Present

Visual Anchoring Team - <https://www.ua.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

## PROJECTS

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### 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