

Alexander Banh

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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

EXPERIENCE

UW Autonomous Systems Flight Laboratory

2016-Present

Visual Anchoring Team - <https://www.u.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
- Tested and evaluated custom software with physical flight hardware

UW Society for Advanced Rocket Propulsion

2015-Present

Recovery Team – <https://uw.useed.net/projects/145/home>

Seattle, WA

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

PROJECTS

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 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 a team of three, leading to several new features and a UI overhaul

Huffman

March 2016

Java

- Developed a program which encodes text files with the Huffman coding scheme
- Uses a priority queue to store characters in a tree based on frequency