**Alexander Banh**

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**EDUCATION**

**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**

* HTML5| CSS3 | Javascript | Bootstrap | Java | Swift | C | C#
* Git | Atom | Visual Studio | Xcode | Eclipse | NetBeans | Emacs

**EXPERIENCE**

**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.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

**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