

Biniam Hailu

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Education

Pacific Lutheran University, Tacoma, WA
Bachelor of Science in **Computer Science**
Bachelor of Science in **Applied Mathematics**

Sep. 2022 - May 2026
GPA: 3.9/4.0

Relevant Coursework: Data Structures, Algorithms, Databases and Web Programming, Object Oriented Programming, Programming Languages, Linear Algebra, Calculus III, Probability and Statistical Theory

Experience

Peer Tutor, Pacific Lutheran University, Tacoma, WA

Apr. 2024 - Present

- Resolved students' programming lab challenges by clearly explaining data structures concepts, increasing project completion rates by **20%**.
- Led in-person and virtual tutoring sessions, providing personalized support and guidance to students.

Software Engineer Intern, Techfinity Solutions, Elkridge, MD

May 2024 - Aug 2024

- Developed a Python web scraping program to automate the downloading of public data, significantly increasing research efficiency by over **200%**
- Built and tested RESTful API endpoints for secure data exchange, ensuring **100%** data integrity.
- Implemented a full-text search feature using Elasticsearch and Python, improving data accessibility.

Coding Specialist, MESA, Tacoma, WA

Sep. 2023 - May 2024

- Provided hands-on support to students in **programming** and other STEM projects.
- Contributed to developing a curriculum used to engage middle school students in **coding**.

Projects

Food Scanner - An **AI powered** native Android app to scan foods | Kotlin, Jetpack Compose, Gradle

- Implemented **Gemini-Pro-Vision** API to check and flag ingredients violating dietary restrictions.
- Leveraged Kotlin **coroutines** to manage network calls asynchronously, improving app performance and responsiveness during data retrieval.
- Implemented MVVM architecture to enhance code organization and separation of concerns, ensuring maintainability and scalability of the application.

Star Battle Game - Desktop Puzzle Game | Java, JavaFX, Spring Boot, MongoDB

- Collaborated with team members to design and implement a JavaFX GUI puzzle game.
- Implemented RESTful API endpoints for managing puzzles and clients using Spring Boot, facilitating seamless interactions between client applications and the server.
- Developed data models and schemas in MongoDB, ensuring scalable storage.

Technical Skills

- Languages:** Kotlin, Java, Python, C++
- Databases:** SQL, PostgreSQL, MongoDB
- Frameworks:** Jetpack Compose, Flask, JavaFX, Spring Boot, RESTful
- Tools:** Git, Gradle, Docker

Leadership & Affiliations

CodePath | Community Member | Remote

Aug 2023 - Present

African Student Union | President | Tacoma, WA

Nov. 2023 - May 2024

Parkland Literacy Center | Volunteer Tutor | Tacoma, WA

Apr. 2023 - May 2024