Che Blankenship

Dallas, TX; (571)439-1600; Website: cheblankenship.com; Email: che.blankenship@utdallas.edu

EDUCATION

The University of Texas at Dallas May 2023
Bachelor of Science in Computer Science

WORK EXPERIENCE

Spatial Datalyst, Richardson, TX May 2021 – April 2022
Full Stack Developer Intern

- Improved legacy system (QBasic) runtime performance by 90% by refactoring into a Python application and replacing flat-file database with optimized data structures such as hash table and graph.
- Improved desktop application UX/UI by using Figma which received 80% approval from an experienced RF engineer.
- Encapsulated the network analysis services (programs written in Python) to improve the public interface and reduce the complexity of integrating them as a new feature into a desktop application.

Austin Community College, Austin, TX August 2018 – January 2019
Supplement Instruction Leader for College Algebra

- Improved student's grades by 10% by tutoring them on weekly office hours and evaluating their homework assignments.

Alpha Nodus Inc, Austin, TX January 2017 – May 2018
Software Engineer Intern

- Improved internal API performance by 20% by implementing/automating unit tests using Node.js and Jenkins.

ACADEMIC PROJECT

Database Management System, UT Dallas Database Systems Class March 2022 – May 2022

- Created a library management system with MySQL, relational Database.
- Refactored/improved the database performance by converting it into a third normal form and clarifying the query efficiency using relational algebra.
- https://github.com/cheblankenshipUTD/CS4347-Database-Systems

Maze Game, UT Dallas Computer Architecture Class April 2021 – May 2021

- Developed a maze game using MIPS assembly.
- https://github.com/cheblankenshipUTD/maze-game

EXTERNAL ACTIVITIES

HackUTD, The University of Texas at Dallas – *Developer* February 2021 – February 2021

- Implemented a group deposit and withdrawal system using Capital One API, EJS, HTML, CSS, and JavaScript.

Developer Week Austin, *Developer* November 2019 – November 2019

- Developed a web application that monitor user's eye blinks and health condition.
- Used OpenCV to detect users eye blinks and estimate the users' face distance from the camera.

ORGANIZATIONS

Comet Solar Racing, Software *Developer* September 2021 – Present

- Member of Vehicle Dynamics Systems development team.

SKILLS

Programming Languages: C, C++, Python, JavaScript, Java, Swift
Web Technologies: HTML, CSS, XML, Flask, Angular, React, API, Node.js, Git, AWS, OpenCV, Next.js
Software Applications: XCode, MSOffice, Jenkins, Figma, GitHub
Operating Systems: OSX, iOS, Windows, Ubuntu, CentOS
Database Technologies: PostgreSQL, MongoDB, MySQL
Languages: Japanese (native level)