

Che Blankenship

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EDUCATION

The University of Texas at Dallas

May 2023

Bachelor of Science in Computer Science

WORK EXPERIENCE

Spatial Datalyst, Richardson, TX

May 2021 – Present

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.
- Improved desktop application UX/UI by using Figma which received 80% approval from an experienced RF engineer.
- Developed a radio frequency and network analysis application using PyQt5 and delivered a functioning product in 3 weeks.
- Led the API system design and development to replace Cloud-RF API.
- Created an AWS EC2 instance and deployed the company's internal API.

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 unit tests using Node.js and Jenkins.

ACADEMIC PROJECT

Maze Game, Computer Architecture

April 2021 – May 2021

- Developed a maze game using MIPS assembly.

Inventory Management System, Computer Science II

October 2020 – October 2020

- Developed an inventory management system using recursion, binary search tree, and hash table.

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

Software Applications: XCode, MATLAB/Simulink, MSOffice, Jenkins, Figma, GitHub

Operating Systems: Linux/Unix, OSX/iOS, Windows

Database Technologies: PostgreSQL, MongoDB, MySQL

Languages: Japanese (native level)