

DAGM BEHAILU

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EDUCATION

Aug 2017 – Present **GEORGIA INSTITUTE OF TECHNOLOGY**
B.S. Computer Science
Expected Graduation: May 2021

EXPERIENCE

Summer 2019 **MICROSOFT - EXPLORER INTERN**

- Currently on OneDrive Sharepoint Collaboration team.
- Created a new permissions toggle to simplify the common share control of display to the most needed user patterns.

Summer 2019 **GOOGLE - CODEU PARTICIPANT**

- Currently working with a team of four to develop a webapp to look for lost items on campuses.
- Built Java servlets and datastores running on maven to support a framework hosted on App Engine.
- Implemented a user map page by utilizing Google Map API.

Summer 2018 **FACEBOOK - INTERN**

- Built three multi-layered apps: a movie app using The Movie Database API, a functional Twitter client app, and an Instagram-type app using a Parse backend.

Summer 2017 **GOOGLE COMPUTER SCIENCE SUMMER INSTITUTE (CSSI) - FELLOW**

- Built web development knowledge during three-week rigorous, immersive program taught by Google engineers, through an in-depth study of web application development and design.

SKILLS

Programming Java, Python, HTML, CSS, TypeScript (beginner), React (beginner)
Frameworks & Tools Git, Google App Engine, Github, Android Studio, Unity
Relevant Coursework

- Data Structures & Algorithms (CS 1332)
- Objects and Design (CS 2340)
- Information and Communication Technology Accessibility (ID 4823)
- Introduction to Object-Oriented Programming (CS 1331)

PROJECTS

Summer 2018 **VOYAGER**

- Developed an Android application in team that helps users plan their own custom trips or choose from pre-made trips as intern at Facebook.
- Designed and implemented the front-end design for user interaction-related pages.

March 2018 **ESCAPE ROOM VR**

- Assisted setting up Oculus DK2 integration tools within Unity.
- Resolved a way to allow users to interact with objects within the game.
- Developed during 2018 Build GT Hardware Hackathon.

Summer 2017 **MATH LAB**

- Implemented an intuitive website to help children practice and understand basic math concepts, using HTML, CSS, JavaScript, and Python on Google App Engine in a team of 3 as a CSSI fellow.
- Designed and developed the front-end and converted our python codebase to javascript.

ACTIVITIES

GEORGIA TECH MASTERING ANDROID DEVELOPMENT (GITMAD) - MEMBER	<i>Aug 2018 - Present</i>
NATIONAL SOCIETY OF BLACK ENGINEERS (NSBE) - MEMBER	<i>Aug 2017 - Present</i>
ETHIOPIAN ERITREAN STUDENT ASSOCIATION AT GEORGIA TECH - MEMBER	<i>Aug 2017 - Present</i>
FIRST GEN - MARKETING CHAIR	<i>Jan 2018 - May 2018</i>
MINORITIES AT COLLEGE OF COMPUTING (M@CC) - COMMUNICATIONS CHAIR	<i>Jan 2018 - May 2018</i>
GT WEB DEV - MEMBER	<i>Aug 2017 - May 2018</i>

INTERESTS

Technical: virtual reality (for game development), hardware (avid tinkerer), cryptocurrency
Personal: photography, travel, fashion, guitar & saxophone enthusiast