

EDEN A. GHIRMAI

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Education	UNIVERSITY OF WASHINGTON Bachelor of Science, Informatics Anticipated Minor: Mathematics	Seattle, WA Expected: June 2016
Skills	Java, C#, ASP.NET MVC, JavaScript, HTML, CSS, SQL, Ajax, XML, JSON	
Internships	PARAMETRIC PORTFOLIO Software Development Intern <ul style="list-style-type: none">Created a program that allows the client to back up all repositories (or filtered repositories) to the given directory. Used C# with Octokit, Git, and a command line parser to create the executableEngaged in test driven development (TDD), pair programming, and software craftsmanship to produce professional grade code EXPEDITORS INTERNATIONAL Java Developer Intern <ul style="list-style-type: none">Significantly reduced testing time by creating an automated testing suite with Selenium WebDriver in Java to test accuracy of company's 1,000+ booking/day applicationDeveloped logging system to more easily streamline user support by storing more readable log files for the Booking support team	Seattle, WA Sep 2014 – Dec 2014 Seattle, WA Jun 2014 – Sep 2014
Research & Teaching	UNIVERSITY OF WASHINGTON – COMPUTER SCIENCE DEPT. Undergraduate Research Assistant <ul style="list-style-type: none">Working on an Android application for the Jane Goodall Institute to help researchers keep track of chimpanzee activity UNIVERSITY OF WASHINGTON – COMPUTER SCIENCE DEPT. Data Structures Teaching Assistant <ul style="list-style-type: none">Lead weekly review sessions and hold office hours to go over lecture, homework, concepts and answer questionsGrade and provide feedback for large projects UNIVERSITY OF WASHINGTON – COMPUTER SCIENCE DEPT. Intro to Java Teaching Assistant <ul style="list-style-type: none">Managed a section with 20-25 students and taught basic programming skills in introductory Java courses (Computer Programming I/II), taught twice a week as well as one-on-one in the study centerGraded and provided feedback on homework assignments and exams by critiquing style, readability, code quality, redundancy, and functionality	Seattle, WA Jan 2015 – Present Seattle, WA Jan 2015 – Present Seattle, WA Jan 2014 – Jun 2014
Hackathons	Vine With Us, DubHacks Hackathon <ul style="list-style-type: none">Focused on camera movement for a video game using Unity and C# for scripting working with a team of four.Presented to judges as one of top ten finalists QuickView, Facebook Hackathon <ul style="list-style-type: none">Worked with a team of 5 to create a Facebook application that gives a snapshot of the user/user's friends' relevant information by popularity using JavaScript and PHP to interact with Facebook's APIProduced and released a working product in 24 hours	October 2014 April 2014