Elijah Greisz | egreisz@cs.washington.edu | 425.749.0439 | egreisz.github.io

EDUCATION

B.S. Computer Science
University of Washington – Seattle, WA
Expected Graduation: June 2022
Overall GPA: 3.93
Computer Science GPA: 3.94

College in High School (35 Credits) and Cascade High School (30 credits)
Everett Community College | CHS – Everett, WA
Graduated: June 2019
GPA: 4.0

WORK EXPERIENCE

Teaching Assistant for Computer Programming I | University of Washington | September 2020-present
- Run weekly sections of class, instructing students foundational concepts of computer science.
- Hold office hours in the Introductory Programming Lab to assist them in their homework and programming.
- Grade tests and programming projects for both functionality and style of code.

Associate Officer, Secretary | Association for Computing Machinery @ UW | September 2019 – present
- Helped plan, organize, and run various social events for the computer science department at UW.
- On the Entertainment Committee for Fall Fest and Winter Ball, with over 350 and 400 attendees, respectively.
- Helped with ACM Game Night, our internship panel series, and other club events.
- Worked with team to facilitate transition to online quarters with virtual events while maintaining engagement.

ASUW Elections Administration Committee Member | ASUW EAC | January 2020 – May 2020
- Worked on programming committee in planning forums and activities for voters to get to know the candidates and their positions.
- Helped committee through the shift to online elections following the Covid-19 crisis.

SELECTED PROGRAMMING PROJECTS

Sentiment Analysis of 2020 Election | Personal Project | egreisz.github.io | September 2020
- Used nltk and other data science python libraries to analyze sentiment of the two major presidential campaigns based on a Naïve Bayes algorithm.
- Explored topics such as web scraping and core pieces of natural language programming such as tokenization and normalization.

SmartScheduler | Personal Project with Friend | June – August 2020
- Built an Android app designed to help users schedule their tasks for the day based on what they needed to get done and their available time.
- Algorithm determines which tasks are most important and schedules the day to optimize productivity.
- Built using Xamarin.Forms and Xamarin.Android with C# and XAML.
- Persistently stores user data using SQLite to maintain information between sessions.

UW Campus Map | University of Washington | February – March 2020
- Developed React front-end allowing users to select a start and a destination to display a path for. Enhanced for intuitive user design.
- Built back-end using Java.
- Parsed a dataset of all paths on campus, creating a resultant graph that found the shortest path using Dijkstra's algorithm