Lizzy Presland

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Technical Skills:

Programming & Scripting Languages: Java, Python, Bash, C++
Libraries & Frameworks: NumPy, MatPlotLib, Selenium, JUnit, AWT, Swing
Markup Languages & Web Technologies: HTML, CSS, jQuery, Bootstrap
Additional Proficiencies: Vi(m), Android Studio, Git, Subversion

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Education:

Bachelors of Science in Computer Science & Software Engineering
University of Washington Bothell   September 2018-present
- Gray Hats Cybersecurity Club, Association for Computing Machinery - UWB Chapter

North Seattle College   September 2016-June 2018   GPA: 3.66
- Rocketry Club → NAR L1 high-power rocketry certification obtained May 2018
- Engineering Club → 2018 Seattle Mini Maker Faire, created and maintained club website

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Software Development Experience:

Scoreboard for Competition Events   UWB Gray Hats, Fall 2018
Created a web application for UWB students practicing for cybersecurity competitions.
- Created a web application using Flask, sqlite3, and bcrypt to track and display real-time service status for mock cybersecurity competitions.
- Architected a secure API using RESTful practices to allow two authorized web services to post updates and query service status.
- Coordinated development efforts with other team members to ensure timely deployment.

Software Engineering Internship   ABC Legal Services, June 2018-present
Contributed new products and services to ABC Legal's automation operations and infrastructure.
- Created automated systems using the Selenium framework for Python to validate customer data and submit case initiation requests to civil court clerks.
- Worked with ABC's operations and customer support teams to ensure automated systems meet customer and vendor requirements.
- Deployed automated systems in cloud-hosted machines using bash and cron.
- Created a user interface using Tk/Tcl for Python to increase accuracy and speed of document review, data validation & completion, and workflow management.

GameLab, an Android application   Initial Release: TBA
The forthcoming application is four classic puzzle games released in a single APK.
- Created game engines in Java to faithfully replicate traditional gameplay for Snake, Boggle, Minesweeper and Tic-Tac-Toe.
- Built user displays for each game using Android SDKs and XML layouts to balance informative and aesthetic elements.
- Incorporated gesture handling using Android SDKs to enable intuitive interaction with the application's UI.