

# HALEY LENANDER

Oakland, CA

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## Skills

Java, Python, C, Golang, RISC-V, JavaScript, HTML/CSS, Bash, Linux, Unity, Assembly, Kubernetes, Docker, XML, YAML.

## Education

**Bachelor of Science: Computer Science | University of San Francisco**

Aug 2020 - May 2023. Summa Cum Laude, 4.0 Major GPA.

**Relevant Classes:** Software Engineering (Java), Operating Systems (C), Data Structures & Algorithms (Java), Programming Languages & Paradigms (Racket, Haskell), Senior Team Project (Golang, Docker, Kubernetes)

## Experience

**Software Engineer | DataAnnotation | Jan 2024-Current**

- Troubleshoots three to five different AI models on their ability to generate correct code.
- Validated over 100 prompt response evaluations through intensive testing.
- Improved model accuracy by 25%.

**Teaching Assistant | University of San Francisco | Jan 2023 – May 2023**

- Directly ensured the success of 50 students in creating and optimizing high-level custom search engines.
- Greatly improved student understanding of programming concepts such as multithreading and OOP.
- Analyzed and optimized student code as well as contributing to student skill in code-writing.

**Instructor/Tutor | Wallenberg HS, Breakthrough (volunteer) | Jan 2023 – May 2023**

- Designed and implemented lessons to teach Python and general coding concepts to middle and high school students.
- Fostered girls' confidence in programming, improving female participation by 70%.
- Customized lessons to student experience and level of engagement required, anticipating student level of understanding.

## Projects

**Custom Search Engine (available upon request) — Java, Html**

Utilized advanced Java programming to create an optimized, multithreaded, full-stack search engine with the capacity for exact and partial (prefix) search. Assembled using Log4j, Bulma, SQL, HTML requests, and many open-source libraries.

**Admissions Webhook (Intel Mentorship) — Golang, Shell**

Implemented custom event creation and dashboard initiation and manipulation using Kubernetes, as well as utility methods for an admissions webhook that works with Kubernetes, Docker, Redis and a variety of other open-source tools.

**Custom Shell (available upon request) — C, Linux**

Created a custom Linux shell that performs similar or improved functionality to a regular Linux shell, notably to execute commands such as ls, cd, exit, and history. Also worked on functionality for scripting, signal handling, history storage, I/O redirection (pipes), background jobs, and autocomplete. Works in a Linux virtual machine.

**Climate Change Casa — Python (Pygame)**

Utilized Pygame to develop and optimize the main functionality and an active user input-based trash sorting minigame of an eco-education-based computer game.

**ByteLingo — JavaScript, Next.js, React**

Worked collaboratively on a game to teach/review coding concepts in a language- learning format. Learned how to use Next.js within a limited timeframe and applied that knowledge in creating a minigame focusing on matching Q&As.

## Awards and Acknowledgements

- **Community Engaged Computer Science: Scholar (University of San Francisco)**  
Part of a selective program of students requiring and pursuing academic excellence in Computer Science.
- **Dean's List all semesters (University of San Francisco, St. Andrews Scotland)**
- **Yale Science and Engineering Award (Hawaii State Science Fair '19)**