

hanipman.github.io
Github://hanipman
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Christopher Boado

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Open to Relocation
4750 Pomponio Place
Annandale Virginia 22003

Recent computer engineering graduate with experience in embedded software and application development. Seeking opportunities as an entry-level software developer. Related interests include robotics, artificial intelligence, machine learning, and natural language processing and understanding – both hardware and algorithms. Objectives include synthesizing structured, unstructured, and semi-structured data from at-rest and streaming data, to enable machines to emulate human reasoning and leading to machine behaviors that eventually surpass the performance of human teammates.

Education:

Virginia Polytechnic Institute and State University (VT), Blacksburg, VA
B.S. in Computer Engineering, May 2020

Relevant Coursework:

- Embedded System Design
- Applied Software Design
- Computer and Network Security Fundamentals
- Network Application Design

Projects:

Senior Project – Seek and Retrieval Rover Pair

Designed and built an autonomous follower robot that catches an object dropped from a larger robot built by the team. Uses FreeRTOS. Sensors include a camera, IR distance sensor, force sensor, encoders, and DC motors. I envision, and would like to support, development of fully autonomous robotic systems for humanitarian, scientific, commercial, and/or military applications that call for human-machine teaming.

VTMath: Calculator

Created a calculator application that uses the Qt framework for GUI and Catch framework for unit testing. Can calculate arbitrarily large values.

WOW Economic Analysis Backend

An eventual full stack project based on tracking economic stats in the game World of Warcraft. Stats are calculated from periodic auction house snapshots. Consists of RESTful API written in Javascript that allows access to a Postgres database. Database is populated via a Python script.

Simple Multiplayer Board Game

Collaboratively developed a simple board game written in Python that runs on a Raspberry Pi server and can be played using a terminal interface. Game state is tracked via MongoDB and communication between server and user processed through RabbitMQ.

Additional Certification:

Full Stack Development, 2021
Full Stack Open, University of Helsinki

Software Experience:

Embedded Software: C, FreeRTOS

Application Software: C++, Java, Python, Qt, Catch

Web Development: MongoDB, NodeJS, Express, Jest, React, Redux, GraphQL

Collaborative: Git

Work Experience:**Virginia Tech Dining Services***Part Time Student Staff*

Blacksburg, Virginia

October 2018 – December 2018

(Southgate Bakery)

August 2019 – March 2020 (Au Bon Pain)

Virginia Tech Production Services*Production Tech I*

Blacksburg, Virginia

August 2019 – December 2019

H&M Hennes & Mauritz*Part Time Sales Advisor*

Fair Oaks, Virginia

July 2013 – August 2013

Duties:

- Follow food safety and sanitation standards (thoroughly washing hands, always using gloves, allergen safety)
 - Safely operate bakery equipment
 - Maintain store sales floor and handle monetary transactions
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- Assist in setting up sound, video, and lighting for varying events on campus locations
 - Handle equipment professionally to best support a successful event
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- Conduct monetary transactions efficiently
 - Advise customers in polite and effective manner
 - Manage organized fitting rooms to allow customers to have an orderly experience
 - Maintain cleanliness of the sales floor and displays