# HOLLIS LEHV

## EDUCATION

**Columbia University**
B.A. Computer Science and Economics/Mathematics- Expected 2020
GPA: 4.0 / 4.0
Relevant courses: Data Structures in Java, Discrete Mathematics, Advanced Programming, Probability and Statistics, Computer Science Theory, Game Theory, Artificial Intelligence, Fundamentals of Computer Systems, Programming Languages and Translators

## EMPLOYMENT

**Columbia University Computer Science Department** — Columbia University
Teaching Assistant — Dec. 2017 to Current
• Current TA for Advanced Programming: a course on C, C++, and networks. Past TA for Discrete Math and Computer Science Theory
• Responsible for explaining challenging topics to students during office hours, grading exams and assignments, and corresponding with students to answer questions and to communicate essential information

**Columbia Experimental Laboratory in the Social Sciences** — Columbia University
Software Development Consultant — March 2018 to Current
• Designed and programmed commissioned economics experiments in HTML, JavaScript, and Python using Qualtrics and Amazon Mechanical Turks software
• Wrote an auto-pay program for paying Mechanical Turk workers

**AeroFarms** — New Jersey
Software Engineering Intern — June 2018 to Aug. 2018
• Created a reusable data visualization tool and contributed to various front-end and back-end features of a platform used by hundreds of researchers and farmers
• Wrote REST API endpoints in NodeJS using MySql to query information from sensors around the farm
• Optimized older SQL queries to achieve ≈75% faster loading time on average
• Implemented passport authentication with MongoDB

## PROJECTS

**ScheduLion** — 2018
• Scheduling application for Columbia students to visualize their four-year plan
• Scraped course requirement information from Columbia websites, wrote a scheduling algorithm and wrote client-side features in JavaScript

**Browser Program Suite** — 2018
• Developed three in-browser programs in JavaScript, HTML and CSS using ReactJS. The first renders Mandelbrot sets pixel-by-pixel in a variety of color schemes and with dynamic sizing. The second and third are complex educational games. Available to demo at hlehv.github.io/fractalizer, /color-clicker and /egg-crack

## CONTACT

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## SKILLS

**LANGUAGES:** Java, C, C++, JavaScript, HTML5, CSS3, SQL, Python, LaTeX, R
**TECHNICAL TOOLS:** NodeJS, ReactJS, AWS, Git, Unity, Flask

## HONORS

Columbia College Dean's List
• All semesters in college

US Squash: Scholar Athlete Award
• Winner four years in a row

New York City Science and Engineering Fair: Finalist, Second Award — March 2016

NYC Student Conference on Conservation Biology: Best Poster — Oct. 2015

## ACTIVITIES

Columbia Game Development Executive Board — Jan. 2018
• Worked on group projects in Unity as well as coordinated and created tutorials for new students to learn about game development tools
• Increased membership by approximately 40% since appointment

Columbia Undergraduate Recruitment Committee — Nov. 2017
• Responsible for giving tours, hosting new students, and outreach to prospective and admitted students

Math and Science Tutoring — Sept. 2013
• Tutored students for the SAT and SAT2 biology and mathematics exams, and tutored peers in algebra and calculus