

Christian Jairo Sarmiento

linkedin.com/in/christianjairo | 253-391-3768 | jairo25@uw.edu | students.washington.edu/jairo25

EDUCATION

University of Washington, Seattle, WA

Expected Graduation: June 2023

Bachelor of Science, Computer Science

- **Cumulative GPA: 3.9 | Major GPA: 4.0**
- Dean's List: Fall 2020
- Relevant Coursework: Hardware/Software Interface and System & Software Tools
- Planned Coursework: Software Implementation & Design, and Data Structures & Parallelism

Green River College, Auburn, WA

Sep 2018 - Jun 2020

Associate of Arts, General Studies

- **GPA: 3.78 | Graduated with High Honors**

ACTIVITIES

Allen School Startup Program, Seattle, WA

Aug 2020 - Sep 2020

- Designed and created a personal website using HTML/CSS and JavaScript
- Developed a lists mobile app with focus on User Centered design using JavaScript on App Lab
 - Designed a low-fidelity prototype using Figma
- Created an Arduino-based two-player reflex game using the Circuit Playground & JavaScript on App Lab while in a hackathon setting

PROJECTS

Campus Paths

- Developed a full-stack application that finds the shortest route between buildings on the UW campus
- Implemented a graph ADT using Java and utilized Dijkstra's Algorithm for pathfinding
- Wrote an extensive test suite for backend with script tests and JUnit tests
- Built the GUI web application using React, TypeScript, and Spark Java framework

Banking System

- Created a simple banking program in Java that allows user to create a bank account
- Added the ability to generate credit cards, check card balance, add income, do transfers, and close accounts.
- Used SQLite and JDBC API to create a database that stores card info such as card number, pin, and balance

Tic-Tac-Toe AI

- Used Java to recreate a Tic-Tac-Toe game that allows user to play against an AI, another human, or watch AI play against each other
- Implemented three difficulties (easy, medium, and hard) for the bot
 - Applied minimax algorithm to test all possible moves and determine the best moves (hard difficulty)