

# Christian Jairo Sarmiento

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## **EDUCATION**

**University of Washington, Seattle, WA**

**Expected Graduation: June 2023**

*Bachelor of Science, Computer Science*

- Cumulative GPA: 3.9, Major GPA: 3.9
- Relevant Coursework: Calculus III, Hardware/Software Interface, System & Software Tools, and Allen School Startup Program
- Planned Coursework: Foundations of Computing I & II, Software Implementation & Design, and Data Structures & Parallelism

**Green River College, Auburn, WA**

**September 2018 - June 2020**

*Associate of Arts, General Studies*

- Cumulative GPA: 3.78
- Relevant Coursework: Calculus I & II, Intro to Programming (Python), Computer Programming I & II (Java)

## **ACTIVITIES**

### **Banking System**

- Created a simple banking program in Java that allows user to create a bank account, mimicking a real life banking system
- 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 its card number, pin, and balance

### **Allen School Startup Program, Seattle, WA**

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

### **Tic-Tac-Toe**

- 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)