

Petros Dawit
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Education:

Brown University, B.Sc Computer Science,
Expected May 2018

Concentration GPA: 3.85

- Introduction to Computer Systems, Fall 2016
- Database Management Systems, Fall 2016
- Design and Analysis of Algorithms, Fall 2016
- Introduction to Discrete Structures and Probability, Spring 2016
- Introduction to Algorithms and Data Structures, Spring 2016
- Linear Algebra, Spring 2016
- Introduction to Object Orientated Programming and Computer Science, Fall 2015
- User Interfaces, Fall 2015

Experiences:

Development Intern at GoodWorld

May 2015 – Aug 2016

Start Up revolutionizing donations online based in Washington, DC

- Worked closely with the development team in shipping out/ bug fixing their new widget product. Using LAMP stack development and Facebook API
- Aided in the redesign of the main website using HTML5, CSS and JavaScript and the secondary website for clients using HubSpot Development
- Involved in side projects such as creating the basis for a Slack bot written in Python and Facebook growth hacks such as push notifications written in PHP

Intern at ECDC Enterprise Development Group

June 2015 – August 2015

Microloan Lenders based in Arlington, Virginia

- Worked closely with the portfolio manager for two months
- Organized data in the last five years into a data bank using Microsoft Excel
- Developed a data entry template linked to the master database for instant update
- Reviewed legal documentation necessary for the loan process. I was also involved in reconciling the disbursement of the loan budget

Technical Strengths/ Personal:

Proficient	Python, Java, JavaFX, Computer Graphics and Design, HTML5, CSS, PHP, HubSpot Development
Familiar	Matlab, Javascript, 3D CAD Design Software SOLIDWORKS, M2 Makergear (3D Printing), Adobe Illustrator

Programming Projects:

Personal Website

Summer 2016

- Created my own personal website using HTML5, CSS, Bootstrap and JavaScript

Graphing Tool

Spring 2016

- Implemented a graph class with the underlying data structure of an adjacency-matrix
- Implemented as well the Prim-Jarnik algorithm and Kruskal's algorithm that would return the minimum spanning forest (MSF) as a collection of edges

SeamCarve Tool

Spring 2016

- Implemented a seam carving tool that would take in images and resize the image while keeping the most important pixels

Sketchy

Fall 2015

- Created a paint application. The application can free draw, create shapes, edit, undo and redo and save documents
- Created using Java and the JavaFX library

Tetris

Fall 2015

- Designed the UI and the game Tetris which was written in Java and used the JavaFX library
- Game had similar function to the arcade game. It had the ability to pause, show score and restart

School Activities:

Mosaic+

Spring 2015 – Present

- Joined a group dedicated at making the computer science experience at Brown a more receptive place for underrepresented racial minorities