

Alexander (Sasha) Weiss

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- Computer Science junior at Northwestern University.
- Significant industry internship and academic research experience.
- Particularly interested in productivity and autonomous technologies, and software architecture.
- Excellent communication and interpersonal skills.
- Analytical, inquisitive, innovative, and driven.
- Multi-lingual (English and French), loves traveling and Star Wars.

EDUCATION

2014-2018 (anticipated) **Northwestern University, Computer Science**, McCormick School of Engineering (GPA 3.87)

- Highlights: Operating Systems/Artificial Intelligence/Data Structures

RELEVANT INTERNSHIP AND RESEARCH EXPERIENCE

2016-present **Core Map Engineering intern** – HERE (formerly NAVTEQ)

- Built and deployed library supporting custom indexing into map datastores.
- Reduced query time ~20x in test integration of library into existing application.
- Distributed library and tutorials to 2+ teams.

2016-present **Human-computer interaction undergraduate researcher** – Delta Lab, Northwestern

- Building an iOS app to investigate personal reminder systems.
- Performed a research study on task completion habits with 4 users.

Winter 2016 **Software testing intern** – HERE (formerly NAVTEQ)

- Validated and implemented semi-automated mapping pipeline.
- Improved fidelity of high-definition road maps.

2015-2016 **Computational biophysics undergraduate researcher** – Mani group, Northwestern

- Built codebase to analyze biomarker tracking datasets.
- Extracted complex molecular movement information from image data.

RELEVANT WORK EXPERIENCE

2015-present **Teaching Assistant, Intro to Programming in C++**, Computer Science, Northwestern

- Addressing questions for 250+ students at office hours and in online forums.

SKILLS, LANGUAGES, & COMPETITIONS

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|--|--------------|----------|--------------------------------|
| • Technical reader and writer | • Scala | • Swift | |
| • Experienced with highly agile workplaces | • Python | • C++ | • WildHacks (2015, 16 & 17) |
| • Development planning and time estimation | • Gradle | • Docker | • HackIllinois (awarded, 2016) |
| • Unix environments | • JavaScript | • MATLAB | • Google Games (2016) |
| • Debugging: Xcode, IntelliJ, gdb | • C | • Bash | |