

Education

Bachelor of Science in Computer and Information Science University of Oregon GPA 3.93

Expected June 2015

Skills

Languages: Python, C/C++, Java, R, Bash, JavaScript, HTML, CSS

Software: Git, SVN, LATEX, Vim, Eclipse, Dia

Experience

Network & Security Research Lab, University of Oregon

June 2013 - Present

Student Researcher, NSF REU

- Set up virtual network in a VM to practice software defined networking
- Acted as student lead in designing a new approach to DDoS defense
- Used C and Bash to probe the IPv4 space for open DNS resolvers
- Edited code for a social network to have cross-platform compatibility

Advanced Projects Lab, Physics Department, University of Oregon

June 2013 - Present

Student Researcher, Parallel Computing

- Implemented parallel Fast Fourier Transform using C and MPI on a Beowulf cluster
- Rebuilt cluster from scratch after the some node's operating systems were damaged

Economics Department, University of Oregon

June 2013 - December 2013

Consultant/Developer

- Created a responsive survey which was deployed in Zanzibar
- Improved a system for determining social connections based on survey responses

Campus Writer, University of Oregon

June 2013 - October 2013

Student Researcher/Developer, Universal Access

- Used Google App Engine to manage data for UO Department of Education researchers
- Used Backbone and Underscore to create a flexible and intuitive user interface
- Created a feature to allow researchers to replay keystrokes made during the study

Projects

UO-OCR

• Leading team of five students to create an optical character recognition program in C++

Election 2016

- Created multithreaded, client/server based two player game using Python and PyGame
- Designed game using UML and follow OOP principles

Awards and Honors

- \$10,000 Research Experience for Undergraduates Scholarship
- University of Oregon Presidential Scholarship
- Placed in top $\frac{1}{3}$ in the ACM ICPC Northwest Regionals
- 1st Juilfs Programming Competition