Sarah Pethani

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OBJECTIVE:
An internship or research opportunity that will allow me to utilize my creative skills through problem solving and employ my analysis and communication skills.

EDUCATION:
Carnegie Mellon University, Pittsburgh PA
Bachelor of Science in Computer Science, May 2023   QPA 3.72/4.0
Roslyn High School, Roslyn Heights, NY
Diploma with Honors and Mastery in Math and Science, June 2019   GPA 98.7/100.0

PROJECTS:
Caching Web Proxy (Summer 2020)
-   Implemented web proxy in C which accepts incoming connections, reads and parses requests, forwards requests to web servers, and forwards responses to clients.
-   Utilized multi-threading to deal with concurrent client requests.
-   Added main memory cache of recently accessed web content for faster response time.
Personal Website (Summer 2020)
-   Designed a responsive website template from scratch with Jekyll (HTML/CSS, SASS, Liquid, YAML) to construct a personal website showcasing hobbyist artwork and personal projects.

EXPERIENCE:
TeenHacks LI: Webmaster/Organizer (Summer 2018 – Spring 2019)
-   Developed and maintained website for TeenHacks LI hackathon events using Bootstrap.
-   Contacted companies for sponsorship and coordinated with representatives to fulfill agreements about in-person workshops, delivery of goods, and advertisement.
-   Managed day-of logistics for two hackathon events (attendance of 70 and 200).

ACTIVITIES:
ScottyLabs: Tech Committee Project Lead (Fall 2019 – Present)
-   Modified and debugged old TartanHacks registration system made with MEAN stack.
-   Communicated with design committee to revamp look and feel of registration system.
-   Creating new frontend for registration system based on React/Redux.
-   Analyze project progress, prioritize and delegate tasks, and meet with team to reach project deadlines.
Game Creation Society: Member (Fall 2019 – Present)
-   Animated characters and character weapons for Sporshmallow based on a sports marshmallow concept.
-   Collaboratively programmed Sporshmallow, a platformer 2-player fighting game, utilizing C# in Unity.

TECHNICAL SKILLS:
Languages: C, HTML/CSS, Java, Standard ML, Javascript, Python
Frameworks: SASS, Bootstrap, React
Other: Git, Bash, LaTeX, Vim, Unity, Jekyll

COURSEWORK:
-   Introduction to Computer Systems
-   Principles of Imperative Computation
-   Principles of Functional Programming
-   Great Theoretical Ideas in Computer Science
-   Mathematical Foundations for Computer Science
-   Matrices and Linear Transformations
-   Calculus in Three Dimensions

HONORS:
-   Congressional App Challenge Winner
-   3rd place at Lockheed Martin's CodeQuest in Moorestown, NJ
-   Nassau County Comptroller High School Innovation Award
-   Seal of Spanish Biliteracy
-   National Merit Finalist
-   National AP Scholar Award