

# Tenzin Low | (425)240-5820

---

tenzinhl@cs.washington.edu | linkedin.com/in/tenzinlow

## EDUCATION

### **B.S. Computer Science**

University of Washington – Seattle, WA

Expected Graduation: June 2023

GPA: 3.98

Completed Coursework: *Accelerated Computer Programming I & II, Foundations of Computing I, The Hardware/Software Interface*

## WORK EXPERIENCE

### **Software Engineering Intern** | Genie | March 2021- Present

- Working alongside full-time software engineers on the SL1K controls system to deliver new features to customers and fix bugs in a two-week scrum format.
- Using IBM Rational Rhapsody, UML, and C to develop on a freeRTOS system.
- Working extensively with CAN messaging and higher-level CAN protocols like J1939 and CANopen.

### **Software Engineering Intern** | AI Think Tank | September 2020 – March 2021

- Worked on and eventually led the development of an avatar visualization tool for golf swing analysis using Unity.
- Significantly improved Avatar skeleton animation fidelity by utilizing Unity's quaternion API and vector math.
- Used 3D-trigonometry and Unity's LineRenderer API to provide angular feedback visualizations to end users in C#.
- Decreased project build and load time by 50% by identifying and removing unnecessary components.

## CODING EXPERIENCE

### **Controls Team Developer** | Advanced Robotics at the University of Washington | October 2020 — Present

- Developing TCP server support for main control board simulator using POSIX sockets API in C++.
- Using command-based programming inside a cooperative scheduler to control four robot types.
- Developing in Docker container for increased code portability.

### **Competitive Programming** | Solo Activity | June 2020 – September 2020

- Developed solutions for competition coding problems for 5-8 hours per week.
- Learned and implemented a wide array of data structures and techniques such as segment trees, dynamic programming, and depth first search using C++.
- 871<sup>st</sup> of 32,699 participants in Facebook Hacker Cup Qualification Round
- 432<sup>nd</sup> of 4,999 students in Hackerrank Career Fair Competition 2020.
- 1,315<sup>th</sup> of 11,351 in Google Kickstart 2020 Round E.

### **FaceMe** | DubHacks 2020 | October 2020

- Produced a visual tool that helps elderly individuals keep their face centered on camera during video calls by using OpenCV's facial detection library, Google Cloud's facial detection API, and Python.
- Implemented easily accessible voice commands through Google Cloud's speech-to-text API.
- Won "Best Use of Google Cloud APIs" award and "Best First Time Hack" award.

## SKILLS

C++ (proficient), C (proficient), C# (proficient), Java (familiar), Python (familiar)