Tenzin Low | (425)240-5820

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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 – September 2021
- 40 hours/week for 26 weeks alongside full-time software engineers on the SL1K controls system to deliver new features to customers, fix bugs, and verify functionality in a two-week scrum format.
- Independently investigated and resolved a sensor filtering issue that was making GS-3232's inoperable.
- Using *IBM Rational Rhapsody*, *UML*, *C*, *FreeRTOS*, *CAN*, *J1939*, *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* for 6 months part-time.
- 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
- Maintainer and developer of Taproot, an open-source library utilizing *lbuild* code generation to greatly accelerate controls development for users of DJI development boards 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++*.
- 871st of 32,699 participants in Facebook Hacker Cup Qualification Round
- 432nd of 4,999 students in Hackerrank Career Fair Competition 2020.
- 1,315th 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)