

Education	Bachelor of Computer Science & Software Engineering University of Washington Bothell		GPA 3.7 Dec. '18
Highlighted Coursework	<div><div><ul style="list-style-type: none"><li>• <b>Data Structures &amp; Algorithms I/II</b> <i>Spring '17</i> Binary, hexadecimal, trees, lists, arrays, heap/merge/quick sort and binary search. Algorithm analysis with mathematical reasoning.</li><li>• <b>Operating Systems</b> <i>Fall '17</i> System architecture, memory management, process scheduling, resource allocation.</li><li>• <b>Computer Networking</b> <i>Spring '18</i> TCP/UDP, packet switching, routing, traffic flow management, security/performance.</li></ul></div><div><ul style="list-style-type: none"><li>• <b>Software Analysis &amp; Design</b> <i>Fall '17</i> Team project based. Requirements and stakeholders, diagramming and prototyping, risk analysis, communication, presentations, progress reporting.</li><li>• <b>Hardware &amp; Computer Organization</b> <i>Winter '18</i> Digital logic gates, memory design, state machines, microprocessor models, instruction set architecture.</li><li>• <b>Database Systems</b> <i>Spring '18</i> Hierarchical, relational and network DB designs. Structured Query Language, data modeling.</li></ul></div></div>		
Key Skills	<div><div><ul style="list-style-type: none"><li>• C++, Java, 68K Assembly</li><li>• Version control, Git</li></ul></div><div><ul style="list-style-type: none"><li>• UML</li><li>• Technical writing</li></ul></div><div><ul style="list-style-type: none"><li>• Agile, Scrum</li><li>• Time management</li></ul></div><div><ul style="list-style-type: none"><li>• Windows, Linux CLI</li><li>• Problem solving</li></ul></div></div>		
Relevant Projects	<b>68K Disassembler</b> – <i>Hardware &amp; Computer Organization</i> Translates machine code into human-readable 68K source.		Mar. '18
	<b>ThreadOS File System</b> – <i>Operating Systems</i> Implements a UNIX file system, including unit tests for many read/write types.		Dec. '17
	<b>ThreadOS Scheduler</b> – <i>Operating Systems</i> Implements the round robin algorithm to schedule thread tasks for a virtual operating system.		Nov. '17
	<b>Media Inventory System</b> – <i>Data Structures &amp; Algorithms II</i> Applies object-oriented design to manage and search for inventory using multiple databases.		May '17
	<b>Dijkstra's Shortest Path</b> – <i>Data Structures &amp; Algorithms II</i> Calculates the shortest path from any source to any destination on a coordinate map system.		May '17
	<b>Image Segmentation</b> – <i>Data Structures &amp; Algorithms I</i> Implements an algorithm to partition images by scanning pixels and grouping by color.		Mar. '17
Additional Experience	<b>Math and Science Tutor</b> <i>Academic Link Outreach (non-profit)</i> Motivate junior high school students about STEM to prepare them for exams.		'18 - Present Kirkland, WA
	<b>Auto Parts Adviser</b> <i>AutoZone, Inc.</i> Perform diagnostics, troubleshoot and find parts for vehicles to deliver repair advice.		'16 - Present Lynnwood, WA
	<b>Programming Tutor</b> <i>Self Employed</i> Engage high school students with exciting ways to solve problems and develop their skills.		'14 - Present Bothell, WA