

Education	Bachelor of Computer Science & Software Engineering University of Washington Bothell	GPA 3.7 Expected graduation in Dec. '18
Highlighted Coursework	<div><div><div>• Computer Networking Spring '18</div><div>TCP/UDP, servers, routing, traffic flow management, web APIs, security/performance.</div></div><div><div>• Hardware & Computer Organization Winter '18</div><div>Digital logic, memory design, state machines, microprocessor models, instruction set design.</div></div><div><div>• Software Analysis & Design Fall '17</div><div>Team project based. Requirements, diagrams, prototyping, risk analysis, code review/test plans, the software life cycle and documentation.</div></div></div> <div><div>• Database Systems Spring '18</div><div>Hierarchical, relational and network DB designs. Structured Query Language, data modeling.</div></div> <div><div>• Operating Systems Fall '17</div><div>System architecture, memory management, process scheduling, resource allocation.</div></div> <div><div>• Data Structures & Algorithms I/II Winter/Spring '17</div><div>Algorithm analysis with mathematical reasoning. Binary, hexadecimal, trees, lists, arrays, heap/merge/quick sort and binary search.</div></div>	
Key Skills	<div><div>• Java, C++, C#, Assembly, HTML/CSS</div><div>• Scripting in Python, Bash</div><div>• Technical writing</div><div>• Version control, UML</div><div>• Agile, Scrum</div><div>• Problem-solving</div><div>• Windows, Linux CLI</div><div>• Adapt and learn quickly</div></div>	
Relevant Projects	<div><div>68K Disassembler – Hardware & Computer Organization</div><div>Translates machine code into human-readable 68K source.</div><div>ThreadOS File System – Operating Systems</div><div>Implements a UNIX file system, including unit tests for many read/write types.</div><div>ThreadOS Cache – Operating Systems</div><div>Implements data block caching and page replacement to improve disk performance.</div><div>ThreadOS Scheduler – Operating Systems</div><div>Implements the round robin algorithm to schedule thread tasks for a virtual operating system.</div><div>Media Inventory System – Data Structures & Algorithms II</div><div>Applies object-oriented design to manage and search for inventory using multiple databases.</div><div>Dijkstra's Shortest Path – Data Structures & Algorithms II</div><div>Calculates the shortest path from any source to any destination on a coordinate map system.</div><div>Image Segmentation – Data Structures & Algorithms I</div><div>Implements an algorithm to partition images by scanning pixels and grouping by color.</div></div>	<div><div>Mar. '18</div><div>Dec. '17</div><div>Nov. '17</div><div>Nov. '17</div><div>May '17</div><div>May '17</div><div>Mar. '17</div></div>
Additional Experience	<div><div>Math and Science Tutor</div><div>Academic Link Outreach (non-profit)</div><div>Support young students with proven test-taking strategies to prepare them for exams.</div><div>Programming Tutor</div><div>Self Employed</div><div>Engage high school students with exciting ways to solve problems and develop their skills.</div></div>	<div><div>Jan. '18 - Present</div><div>Kirkland, WA</div><div>Feb. '14 - Present</div><div>Bothell, WA</div></div>