Adam Ali (425) 268 - 5032   adamali@uw.edu   yadoom.github.io

Education	**Bachelor of Computer Science & Software Engineering**	**GPA 3.7**
	University of Washington Bothell	*Expected graduation in Mar. '19*

Highlighted Coursework

• **Computer Networking** *Spring '18*
TCP/UDP, servers, routing, traffic congestion management, security/performance.

• **Database Systems** *Spring '18*
Hierarchical, relational and network DB designs. Structured Query Language, data modeling.

• **Hardware & Computer Organization** *Winter '18*
Digital logic, memory design, state machines, microprocessor models, instruction set design.

• **Operating Systems** *Fall '17*
System architecture, memory management, process scheduling, resource allocation.

• **Software Analysis & Design** *Fall '17*
Team project based. Requirements, diagrams, prototyping, risk analysis, code review/test plans, the software life cycle and documentation.

• **Data Structures & Algorithms I/II** *Winter/Spring '17*
Algorithm analysis with mathematical reasoning. Binary, hexadecimal, trees, lists, arrays, heap/merge/quick sort and binary search.

Key Skills

• Java, C# .NET, C++, HTML/CSS   • Technical writing   • Agile, Scrum   • Windows, Linux CLI
• SQLite, Assembly, Python   • Version control, UML   • Problem-solving   • Adapt and learn quickly

Relevant Projects

68K Disassembler – *Hardware & Computer Organization*   **Mar. '18**
Translates machine code into human-readable 68K source.

ThreadOS File System – *Operating Systems*   **Dec. '17**
Implements a UNIX file system, including unit tests for many read/write types.

ThreadOS Cache – *Operating Systems*   **Nov. '17**
Implements data block caching and page replacement to improve disk performance.

ThreadOS Scheduler – *Operating Systems*   **Nov. '17**
Implements the round robin algorithm to schedule thread tasks for a virtual operating system.

Media Inventory System – *Data Structures & Algorithms II*   **May '17**
Applies object-oriented design to manage and search for inventory using multiple databases.

Dijkstra's Shortest Path – *Data Structures & Algorithms II*   **May '17**
Calculates the shortest path from any source to any destination on a coordinate map system.

Image Segmentation – *Data Structures & Algorithms I*   **Mar. '17**
Implements an algorithm to partition images by scanning pixels and grouping by color.

Additional Experience

Math and Science Tutor   **Jan. '18 - Present**
Academic Link Outreach (non-profit)   *Kirkland, WA*
Support young students with proven test-taking strategies to prepare them for exams.

Programming Tutor   **Feb. '14 - Present**
Self Employed   *Bothell, WA*
Engage high school students with exciting ways to solve problems and develop their skills.