

Education	Bachelor of Computer Science & Software Engineering University of Washington Bothell		GPA 3.7 Expected graduation in Dec. '18
Highlighted Coursework	<div><div><ul style="list-style-type: none"><li>• <b>Computer Networking Spring '18</b> TCP/UDP, servers, routing, traffic flow management, web APIs, security/performance.</li><li>• <b>Hardware &amp; Computer Organization Winter '18</b> Digital logic, memory design, state machines, microprocessor models, instruction set design.</li><li>• <b>Software Analysis &amp; Design Fall '17</b> Team project based. Requirements, diagrams, prototyping, risk analysis, code review/test plans, the software life cycle and documentation.</li></ul></div><div><ul style="list-style-type: none"><li>• <b>Database Systems Spring '18</b> Hierarchical, relational and network DB designs. Structured Query Language, data modeling.</li><li>• <b>Operating Systems Fall '17</b> System architecture, memory management, process scheduling, resource allocation.</li><li>• <b>Data Structures &amp; Algorithms I/II Winter/Spring '17</b> Algorithm analysis with mathematical reasoning. Binary, hexadecimal, trees, lists, arrays, heap/merge/quick sort and binary search.</li></ul></div></div>		
Key Skills quickly	<div><div><ul style="list-style-type: none"><li>• Java, C++, C#, Assembly, HTML/CSS</li><li>• Scripting in Python, Bash</li></ul></div><div><ul style="list-style-type: none"><li>• Technical writing</li><li>• Version control, UML</li></ul></div><div><ul style="list-style-type: none"><li>• Agile, Scrum</li><li>• Problem-solving</li></ul></div><div><ul style="list-style-type: none"><li>• Windows, Linux CLI</li><li>• Adapt and learn</li></ul></div></div>		
Relevant Projects	<b>68K Disassembler – Hardware &amp; Computer Organization</b> Translates machine code into human-readable 68K source.		Mar. '18
	<b>ThreadOS File System – Operating Systems</b> Implements a UNIX file system, including unit tests for many read/write types.		Dec. '17
	<b>ThreadOS Cache – Operating Systems</b> Implements data block caching and page replacement to improve disk performance.		Nov. '17
	<b>ThreadOS Scheduler – Operating Systems</b> Implements the round robin algorithm to schedule thread tasks for a virtual operating system.		Nov. '17
	<b>Media Inventory System – Data Structures &amp; Algorithms II</b> Applies object-oriented design to manage and search for inventory using multiple databases.		May '17
	<b>Dijkstra's Shortest Path – Data Structures &amp; Algorithms II</b> Calculates the shortest path from any source to any destination on a coordinate map system.		May '17
	<b>Image Segmentation – Data Structures &amp; Algorithms I</b> 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> Support young students with proven test-taking strategies to prepare them for exams.		Jan. '18 - Present Kirkland, WA
	<b>Programming Tutor</b> <i>Self Employed</i> Engage high school students with exciting ways to solve problems and develop their skills.		Feb. '14 - Present Bothell, WA