

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">• Computer Networking Spring '18 TCP/UDP, packet switching, routing, traffic flow management, security/performance.• Hardware & Computer Organization Winter '18 Digital logic, memory design, state machines, microprocessor models, instruction set design.• Software Analysis & Design Fall '17 Team project based. Requirements, diagrams, prototyping, risk analysis, code review/test plans, progress reporting and documentation.</div><div><ul style="list-style-type: none">• Database Systems Spring '18 Hierarchical, relational and network DB designs. Structured Query Language, data modeling.• Operating Systems Fall '17 System architecture, memory management, process scheduling, resource allocation.• 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.</div></div>		
Key Skills	<div><div><ul style="list-style-type: none">• Java, C++, HTML/CSS, Python• Version control, UML</div><div><ul style="list-style-type: none">• Technical writing• Time management</div><div><ul style="list-style-type: none">• Agile, Scrum• Problem-solving</div><div><ul style="list-style-type: none">• Windows, Linux CLI• Adapt and learn quickly</div></div>		
Relevant Projects	68K Disassembler – Hardware & Computer Organization Translates machine code into human-readable 68K source.		Mar. '18
	ThreadOS File System – Operating Systems Implements a UNIX file system, including unit tests for many read/write types.		Dec. '17
	ThreadOS Cache – Operating Systems Implements data block caching and page replacement to improve disk performance.		Nov. '17
	ThreadOS Scheduler – Operating Systems Implements the round robin algorithm to schedule thread tasks for a virtual operating system.		Nov. '17
	Media Inventory System – Data Structures & Algorithms II Applies object-oriented design to manage and search for inventory using multiple databases.		May '17
	Dijkstra's Shortest Path – Data Structures & Algorithms II Calculates the shortest path from any source to any destination on a coordinate map system.		May '17
	Image Segmentation – Data Structures & Algorithms I Implements an algorithm to partition images by scanning pixels and grouping by color.		Mar. '17
Additional Experience	Math and Science Tutor <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
	Programming Tutor <i>Self Employed</i> Engage high school students with exciting ways to solve problems and develop their skills.		Feb. '14 - Present Bothell, WA