

Education	<b>Bachelor of Computer Science &amp; Software Engineering</b> University of Washington Bothell		<b>GPA 3.7</b> <i>Expected graduation in Dec. '18</i>
Highlighted Coursework	<div><div><ul style="list-style-type: none"><li>• <b>Spacecraft Mission Analysis &amp; Design</b> <i>Spring '18</i> Team-based systems engineering and integration. Evolution of spaceflight, payload delivery and orbital systems, multi-planetary environments.</li><li>• <b>Database Systems</b> <i>Spring '18</i> Hierarchical, relational and network DB designs. Structured Query Language, data modeling.</li><li>• <b>Operating Systems</b> <i>Fall '17</i> System architecture, memory management, process scheduling, resource allocation.</li></ul></div><div><ul style="list-style-type: none"><li>• <b>Computer Networking</b> <i>Spring '18</i> Packet switching and routing, traffic flow management, congestion control, security and performance, TCP/UDP/DNS protocols.</li><li>• <b>Hardware &amp; Computer Organization</b> <i>Winter '18</i> Low-level digital logic, memory, state machines, microprocessor firmware, instruction set design.</li><li>• <b>Data Structures &amp; Algorithms I/II</b> <i>Winter/Spring '17</i> Algorithm analysis with mathematical reasoning. Binary/hex, trees/lists, searching and sorting.</li></ul></div></div>		
Key Skills	<div><div><ul style="list-style-type: none"><li>• C++, Java, 68K Assembly</li><li>• Version control</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>• Physically capable</li></ul></div><div><ul style="list-style-type: none"><li>• Windows, Linux CLI</li><li>• Strong in all of MS Office</li></ul></div></div>		
Relevant Projects	<div><div><div><b>68K Disassembler</b> – <i>Hardware &amp; Computer Organization</i> Translates machine code into human-readable 68K source.</div><div><b>ThreadOS File System</b> – <i>Operating Systems</i> Implements a UNIX file system, including unit tests for many read/write types.</div><div><b>ThreadOS Scheduler</b> – <i>Operating Systems</i> Implements the round robin algorithm to schedule thread tasks for a virtual operating system.</div><div><b>Media Inventory System</b> – <i>Data Structures &amp; Algorithms II</i> Applies object-oriented design to validate, manage and search for inventory using databases.</div><div><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.</div><div><b>Image Segmentation</b> – <i>Data Structures &amp; Algorithms I</i> Implements an algorithm to partition images by scanning pixels and grouping by color.</div></div><div><div><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.</div><div><b>Auto Parts Adviser</b> <i>AutoZone, Inc.</i> Perform diagnostics, troubleshoot, transfer and maintain light and heavy parts inventory.</div><div><b>Programming Tutor</b> <i>Self Employed</i> Engage high school students with exciting ways to solve problems and develop their skills.</div></div></div> <div><div><b>Mar. '18</b></div><div><b>Dec. '17</b></div><div><b>Nov. '17</b></div><div><b>May '17</b></div><div><b>May '17</b></div><div><b>Mar. '17</b></div><div><b>'18 - Present</b> <i>Kirkland, WA</i></div><div><b>'16 - Present</b> <i>Lynnwood, WA</i></div><div><b>'14 - Present</b> <i>Bothell, WA</i></div></div>		