

<b>Education</b>	<b>Bachelor of Computer Science &amp; Software Engineering</b> University of Washington Bothell	<b>GPA 3.7</b> Dec. '18
<b>Highlighted Coursework</b>	<ul style="list-style-type: none"> <li>• <b>Data Structures &amp; Algorithms I/II</b> 3.5/3.9, Winter/Spring '17. Binary, hexadecimal, trees, lists, arrays, heap/merge/quick sort and binary search. Algorithm analysis with mathematical reasoning.</li> <li>• <b>Operating Systems</b> 3.7, Fall '17. System architecture, memory management, process scheduling, resource allocation.</li> <li>• <b>Networking</b> In-progress, Spring '18. TCP/UDP, packet switching, routing, traffic flow management, security/performance.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Software Analysis &amp; Design</b> 4.0, Fall '17. Team project based. Requirements and stakeholders, diagramming and prototyping, risk analysis, communication, presentations, progress reporting.</li> <li>• <b>Hardware &amp; Computer Organization</b> Winter '18. Digital logic gates, memory design, state machines, microprocessor models, instruction set architecture.</li> <li>• <b>Databases</b> In-progress, Spring '18. Hierarchical, relational and network DB designs. Structured Query Language, Amazon Web Services.</li> </ul>
<b>Key Skills</b>	<ul style="list-style-type: none"> <li>• C++, Java, 68K Assembly</li> <li>• UML</li> <li>• Agile, Scrum</li> <li>• Windows, Linux CLI</li> <li>• Version control, Git</li> <li>• Technical writing</li> <li>• Time management</li> <li>• Problem solving</li> </ul>	
<b>Relevant Projects</b>	<p><b>68K Disassembler</b> – <i>Hardware &amp; Computer Organization</i> Translates machine code into human-readable 68K source. <b>Mar. '18</b></p> <p><b>ThreadOS File System</b> – <i>Operating Systems</i> Implements a UNIX file system, including unit tests for many read/write types. <b>Dec. '17</b></p> <p><b>ThreadOS Scheduler</b> – <i>Operating Systems</i> Implements the round robin algorithm to schedule thread tasks for a virtual operating system. <b>Nov. '17</b></p> <p><b>Media Inventory System</b> – <i>Data Structures &amp; Algorithms II</i> Applies object-oriented design to manage and search for inventory using multiple databases. <b>May '17</b></p> <p><b>Image Segmentation</b> – <i>Data Structures &amp; Algorithms I</i> Implements an algorithm to partition images by scanning pixels and grouping by color. <b>Mar. '17</b></p>	
<b>Additional Experience</b>	<p><b>Math and Science Tutor</b> <i>Academic Link Outreach</i> Motivate junior high school students about STEM to prepare them for exams. <b>'18 - Present</b> Kirkland, WA</p> <p><b>Auto Parts Adviser</b> <i>AutoZone, Inc.</i> Perform diagnostics, troubleshoot and find parts for vehicles to deliver repair advice. <b>'16 - Present</b> Lynnwood, WA</p> <p><b>Programming Tutor</b> <i>Self Employed</i> Engage high school students with exciting ways to solve problems and develop their skills. <b>'14 - Present</b> Bothell, WA</p>	