YODAHE ALEMU

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EDUCATION

MASSACHUSETTS INSTITUTE OF TECHNOLOGY, CAMBRIDGE, MA
BACHELOR'S IN COMPUTER SCIENCE AND ENGINEERING, JUNE OF 2021

RELEVANT COURSES

GRAPHICS | COMPUTER SYSTEMS ENGINEERING | ELEMENTS OF SOFTWARE CONSTRUCTION | MOBILE AND SENSOR COMPUTING | DESIGN STUDIO: ADVANCED INTERACTIONS | INTELLIGENT MULTIMODAL USER INTERFACES | HOW TO MAKE (ALMOST) ANYTHING | COMPUTATION STRUCTURES | ARTIFICIAL INTELLIGENCE

EXPERIENCE

GOOGLE SOFTWARE ENGINEERING INTERN   CAMBRIDGE, MA: JUN 2020 - AUG 2020

- Maintained and updated the Container Image Promoter - an open-source tool used in the Kubernetes community to promote thousands of Docker images.
- Worked with Kubernetes infrastructure and the Kubernetes community in order to implement a new checks interface and several presubmit checks to ensure the safety of image promotions.

MIT MEDIA LAB RESEARCHER   CAMBRIDGE, MA: JAN 2019 - JULY 2020

- Built a ReactJS web app that would act as a community platform for farmers around the world. Processed and analyzed user data through a custom API and Mapbox.
- Developed a website with the Lifelong Kindergarten group for the purpose of displaying a Scratch-based curriculum and acting as a Scratch project presentation platform for kids.
- Designed a React-Native News app with the Viral Communications group for the purpose of exposing users to new ideas and different news outlets than they are accustomed to.

MIT WEBLAB PROGRAMMING COMPETITION   CAMBRIDGE, MA: JAN 2020

- Created and deployed a fully functional web app for the MIT Annual WebLab competition. The web app featured a text-adventure game engine, a platform to share, find, and play through stories, with multiple game modes. The web app won 1st place and the Facebook Community Award.

GOOGLE ENGINEERING PRACTICUM   MOUNTAIN VIEW, CA: JUN - SEP 2019

- Implemented a competitor analysis feature in order to improve cases of over flagging in Google Ads machine learning model. Tasks included SQL scripting, database management, meeting and communicating with other teams, and writing C++ code that interacts with100,000+ files.

NASDAQ FULLSTACK DEVELOPMENT   BOSTON, MA: JAN 2018 - FEB 2019

- Created a ride-sharing app in order to showcase an effective use case of Nasdaq's Markets Everywhere platform. Worked with React-Native to build the app and NodeJS to run an API server. Responsible for meeting with different groups in order to discuss the Markets Everywhere Platform such as H&M, Converse, and Boston City Hall.

TECHNOLOGIES

Python	JavaScript	Unity
Java	NodeJS	Blender
C++	HTML/CSS	Photoshop
GO	ReactJS/React-Native	Illustrator