FIRST LAST

SOFTWARE ENGINEER

XXX-XXX-XXXX | FIRSTLAST@CS.UW.EDU

EDUCATION

UNIVERSITY OF WASHINGTON

2015 - 2019

COMPUTER SCIENCE, B.S.

GPA: 3.8/4.0

Coursework: Data Structures & Parallelism, Algorithms, Machine Learning, Programming Languages, Hardware/Software Interface

EXPERIENCE

TEACHING ASSISTANT

September 2017 - Present

UNIVERSITY OF WASHINGTON

- Assisted in teaching **XXXXXXXX,** covering **XXXXXXXXXXXXXXXXXXXXXXXXXX XX.**
- Lead weekly classroom sessions of 20-30 students and hosted office hours.

RESEARCH ASSISTANT

May 2016 - Present

MOBILE SYSTEMS LAB UW CSE

- Developed new technologies such as XXX, YYY, ZZZ.
- Project Link: XXXXXXXXXXXXXXXXXXX

PROJECTS

RESEARCH RELATED DEMO

- Created a working demo displaying new XXXXXX XXXXXXX technology; contributed to 80% of the codebase.
- Obtained articles in the WSJ, The Atlantic, IEEE Spectrum.

EMAIL SPAM FILTER

- Developed a spam-filter with 96% success rate using a Naive Bayes classifier.

CHESS AI

- Built a chess AI using parallel programming, decision tree algorithms, and Google Compute Engine.

SKILLS

Programming Languages

Java, Python, C, Ruby, Racket

Software

Linux, Git

Hardware

Raspberry-pi, Arduino, RTL-SDR