Gena Basha

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EDUCATION **Bachelor of Arts in Cognitive and Computer Science, Minor in Fine Arts**

University of Pennsylvania, College of Arts and Sciences ‘18



SKILLS **Microsoft Office, Java, Ocaml, Adobe Creative Suite, flyer & logo design, copywriting, web design, social media, animation**



EXPERIENCE **Software Developer Intern: Skjei Telecom/SiriusXM Radio, Summer 2016**

‣ Worked one-on-one with a software developer, wrote and tested Java code to ingest large Excel data files and to sort and store data from files; processed sorted arrays of data into Javascript JSON arrays to be plotted and graphed onto a website.

‣ Designed and developed a new company website for Skjei Telecom.

**Teaching Assistant: Introduction to Computer Programming, 2016-present**

‣ Hold 4 office hours a week to help students understand the basics of object-oriented programming; debug and grade weekly Java programming assignments; assist professors and head TAs by tweaking homework assignments and exam content.

**Team Coordinator: Penn New Student Orientation, Summer 2015**

‣ Worked in a team to plan and execute orientation for 2500 freshmen by collaborating with administration, faculty and staff; planned orientation events like freshman comedy night and the freshman reading initiative; designed t-shirts and flyers with Creative Suite; maintained communication with incoming students throughout the summer.

**Development Intern: Intuition Productions, Summer 2017**

‣ In a tight-knit office environment, read and covered TV and film script submissions, and completed research assignments for projects in development. Helped with brainstorming ideas for potential projects to pitch ­and participated in meetings with writers and producers to discuss ongoing projects.



COURSES  **Introduction to Computer Programming (CIS 110 – Fall 2015)**

‣ Fundamentals of computer programming in Java, with emphasis on applications in science and engineering: functions, iteration, recursion, sorting, linked lists and OOP.

**Programming Languages and Techniques I (CIS 120 – Spring 2016)**

‣ Emphasizes design aspects of programming: data types, abstraction, interfaces and modularity, test-driven development, and functional programming vs OOP.

**Mathematical Foundations of Computer Science (CIS 160 – Fall 2016)**

‣ Proof principles and logics, functions and relations, induction principles, combinatorics and graph theory, and grounding in writing/reading mathematical proofs.

**Programming Languages and Techniques II (CIS 121 – Spring 2017)**

‣ Algorithms and data structures in Java. Concepts about the complexity of an algorithm and methods for analyzing running times. Stacks, queues, lists, trees, priority queues, maps, hash tables and graphs, and how to implement them efficiently.

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