## Abel Teshome

Email: ateshome@umd.edu Phone: 301-686-4171

Portfolio: <a href="https://abelteshome1.github.io/">https://abelteshome1.github.io/</a>

#### Education

# University of Maryland, College Park

Aug 2018- May 2021

Major: Bachelor of Science, Computer Science

Cumulative GPA: 3.15

**Relevant Courses:** Object Oriented Programming, Computer Systems, Data Structures, Algorithms, Front-End Development (React), Back-End (Node and Express), Linear Algebra

# Lab Experience

## University of Maryland, College Park Computer Vision Lab

*Spring 2019* 

Performed a Gaussian blur on detected faces using Xbox Kinect's hardware. Learned basic theory behind facial recognition and Haar cascades and gained experience using Xbox Kinect hardware along with OpenCV in C++.

## **Projects**

### **Money Simulation**

Fall 2020 - Present

Worked in a team of three developers to create an android application designed to split bills among groups using a virtual currency as a supplement to real money. A user would be able to create a tab and request payment from the rest of the group. Utilized google firebase to create user authentication and to store user information such as email address, balance, and tabs. Project was designed in android studio in Kotlin.

## **Cybersecurity Project**

April 2020 – May 2020

Created a secure web forum where users can communicate. Created a database through SQLite that stores user information, such as username, password and comments made by the user. Front-end consists of HTML and CSS required for rendering the page. Back-end handled client requests. Sanitized inputs and protected against XSS attacks.

#### **Tetris Project**

June 2019 - July 2019

School project tasked with creating Alexey Pajitnov's Tetris puzzle game. The project focused on topics such as abstraction, inheritance, and two-dimensional arrays. Completed through object-oriented design in Java.

#### Six Degrees of Kevin Bacon

July 2019 - Aug 2019

Provided with a given database of movies and actors, the program determines the distance, through connections, from actor Kevin Bacon to a provided actor from the user. Utilized object-oriented programming in Java and various graphing algorithms.

# Volunteering Experience

Calculus Tutor at Seneca Valley High School Member of IEEE organization at University of Maryland June 2019 – July 2019 Aug 2019 - Present

### **Technical Skills**

**Languages:** Java, Kotlin, C/C++, HTML/CSS, JavaScript, Python, Ruby, SQL **Experience with:** Mobile App Development, Android Studio, Web Application, Git, Unix/Linux, MIPS Assembly, Visual Studio, Eclipse, MATLAB