

EECS STUDENT

Berkeley, CA ☎ (555)555-5555 ☎ youremail@berkeley.edu ☎ LinkedIn, Website, and/or Portfolio URL (optional)

EDUCATION

University of California, Berkeley, CA

May 2020

Bachelor of Science in Electrical Engineering and Computer Science (EECS)

GPA: _./4.0

Relevant Coursework: **CS 61A:** Structure & Interpretation of Computer Programs (**Python, SQL**), **CS 61B:** Data Structures (**Java**), **CS 61C:** Great Ideas of Computer Architecture (**Machine Structures**), **CS 70:** Discrete Math and Probability, **CS 170:** Efficient Algorithms & Intractable Problems, **CS162:** Operating Systems & Systems Programming

SKILLS

Languages: Advanced: Python, C, Java, R. Proficient: C++, SQL, MATLAB

Libraries: OpenCV, OMP, Open3D, Matplotlib, Numpy, Scipy, XGBoost, Pandas, DataTable, SIMD

HIGHLIGHTED PROJECTS & EXPERIENCE

Facebook

June - Aug 2019

Software Engineering Intern, Supply Chain Automation Team

Fremont, CA

- Utilized pose estimation algorithms from computer vision libraries: BoofCV and PyOpenCV, to build augmented reality experiences in Android using Camera2 and OpenGL ES 2.0
- Built initial version of React/Redux application currently being used by supply chain logistics teams across Facebook
- Designed a React Native component to wrap Android's Camera2 functionality, as well as barcode scanning, in a React component
- Created a testing framework for benchmarking computer vision algorithms running on Android devices

AMAZONS: THE BOARD GAME

Spring 2019

CS 61B: Data Structures - UC Berkeley

- Built the Amazons board game in Java from concept to product, complete with an opposing AI on a team of 2
- Implemented AI with alpha-beta pruning with a heuristic and minimax algorithm designed to beat the human player within a set number of moves

Team Evaluation App

October 2018

Personal Project

- Created a tech solution using Java which allows project teams to distribute feedback, review work behaviors, & evaluate teammates effectively
- Generates individual radar maps, calculates growth factors using key metrics, proprietary method for detecting collusion

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

UC Berkeley EECS Department

September 2018 - Present

CS61B Undergraduate Student Instructor

- Support biweekly sections of 100+ students to help reinforce core data structures concepts (e.g. asymptotics, linked lists, trees, searching/sorting algorithms, etc.)
- Shape course curriculum by developing relevant enrichment problems to help students master the subject area

Berkeley ANova

September 2017 - Present

CS Educator / Events Committee Member

- Improving early computer science education in under-resourced communities across the Bay Area
- Teach a project-based after-school program during weekly trips to Middle Schools in Berkeley and DT Oakland
- Plan ANova Hacks, a 10-hour hackathon for high school students held on UC Berkeley campus