

Lawrence Chen

✉ lawrencechen14@berkeley.edu

☎ (209) 561-7393

🌐 lawrencechen14.github.io

EDUCATION

University of California, Berkeley

B.S. in Electrical Engineering and
Computer Sciences

May 2020

COURSEWORK

Upper Division

Algorithms

Artificial Intelligence

Principles of Data Science

Lower Division

Data Structures

Machine Structures

Interpretation of Computer Programs

Information Devices and Systems

Foundations of Data Science

Discrete Math and Probability

Linear Algebra

Multivariate Calculus

SKILLS

Programming

Python • Java • C • HTML • CSS •
JavaScript • React.js • Redux.js •
Google Apps Script • LaTeX • RISC-
V (Assembly) • SQL • Arduino • Bash

Data Science

NumPy • SciPy • Pandas • Matplotlib
• SciKit-Learn • Apache Spark

Software

Git • IntelliJ • WebStorm • CLion •
PyCharm • Google Cloud Platform •
Google Cloud Natural Language API
• Google Calendar API

Design

Adobe Photoshop • Adobe

Lightroom • Adobe Illustrator

Languages

English — Native proficiency

Spanish — Limited proficiency

Cantonese — Limited proficiency

EXPERIENCE

Classroom Systems Analyst | University of California, Berkeley

Spring 2018 | Berkeley, CA

- Coded scripts for Google Sheets using Google Apps Script to simplify and optimize processing large datasets
- Scheduled classrooms for student and faculty use for a massive university with over 40000 people
- Learned how to make own judgments and decisions when instructions or requests were vague

Software Developer | Pioneers in Engineering

Spring 2017 - Spring 2018 | Berkeley, CA

- Official staff member of an organization that supports STEM education for over 300 high school students
- Collaborated with a group of 6 to develop Dawn, a UI built using web technologies for controlling robots
- Helped design and create the Final Competition website that displays information about schools and events

TEACHING

CS61A/B Academic Intern | University of California, Berkeley

Spring 2017-2018 | Berkeley, CA

- Taught and helped students in the introductory computer science course and data structures course, each with over 1500 students
- Assisted TAs and students during one lab and office hour per week

PROJECTS

Dawn | Pioneers in Engineering

Fall 2017 | Berkeley, CA

- Redesigned a cross-platform frontend for the PiE robotics control system
- Added and cleaned up features to make use easier for high school students when they program and test their robots

Database | CS61B, Data Structures Course

Spring 2017 | Berkeley, CA

- Created with Java a relational database management system
- Built a domain specific language similar to SQL to interact with it

BearMaps | CS61B, Data Structures Course

Spring 2017 | Berkeley, CA

- Created with Java a map of Berkeley with zoom-in functionality by implementing a QuadTree data structure
- Implemented A* search to calculate the shortest path between two locations on the map

SIXT33N Car | EE16B, Information Systems Course

Spring 2017 | Berkeley, CA

- Constructed a front-end circuit accompanied with a mic circuit board that converts sound into a controlled signal
- Programmed an MSP430 Launchpad with Arduino code to perform PCA to classify voice commands and control the car