

Stanley Kwong

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Education

University of California, Berkeley. Class of 2018 (expected)

Bachelor of Arts, **Computer Science and Cognitive Science**. Current GPA: **3.47**

Coursework

Data Structures, UC Berkeley, Fall 2015

Discrete Mathematics and Probability Theory, Fall 2015

Structure and Interpretation of Computer Programs, UC Berkeley, Spring 2015

Linear Algebra and Differential Equations, UC Berkeley, Spring 2015

AP Computer Science A, Burlingame High School, 2013-2014

Introduction to Web Development, Udacity, 2012

Skills

Programming: Proficient in Python, JavaScript. Familiar with Java, Obj-C, C++, Swift, Unix, SQL, Scheme

Language: Fluent in Cantonese and Italian

Experience

Fyber – *Solution Engineering Intern*, June 2015 – present

- Reviewed publishers' native iOS/Android and Unity applications to ensure our monetization software was integrated correctly by examining debug logs and web traffic
- Wrote a log parser that cut time of the above process by 50%, using a Python regex module
- Communicated directly with publishers to address technical concerns and issues
- Administered and coordinated technical proficiency tests for candidates
- Gained valuable insight in properly optimizing ad monetization in mobile software

BEAR Center, UC Berkeley – *QA Engineering Intern*, February 2015 – present

- Wrote test scenarios and test cases to verify requirements of the Berkeley Assessment System Software
- Wrote Ruby scripts utilizing the Capybara (+ Rspec) framework, integrating automation over manual testing of these scenarios and cases
- Documented software functionality via GitHub Issues

Skyline College – *Web Developer*, June 2014 – August 2014

- Created a blogging/event scheduling template for a local non-profit organization called "Inspiring Community Leaders", based in Skyline College (viewable on GitHub)
- Used the AngularJS framework to easily update blogs and events by parsing a single JSON file

Burlingame Robotics Team – *Project Lead*, March 2013 – May 2014

- Founded the robotics team at Burlingame High in Spring 2013.
- Helped raise over \$15,000 in the span of the school year through community fundraisers and scholarships
- Created, programmed, and managed the team website (burlingamerobotics.com)
- Programmed robots that competed in the FIRST Tech Challenge and FIRST Robotics Competition, utilizing the WPI Library (C++) (viewable on GitHub)

Personal Projects

Fasttext, May 2014

- Web application designed to minimize time spent reading, utilizing cognitive potential by flashing words instead of displaying the entire text (JavaScript) (viewable on GitHub)