Alexander Kang

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Berkeley, California

Education

University of California, Berkeley | May 2017 **GPA:** 3.896

B.A. Computer Science, *College of Letters & Science*

Coursework: Operating Systems, UI/UX, Computer Security, Algorithms, Artificial Intelligence, Machine Structures, Database Systems, Systems & Signals, Discrete Mathematics & Probability Theory

Associations: Upsilon Pi Epsilon (CS Honor Society)

Skills

Programming: Java, Objective-C, Javascript, Python, C, jQuery, Angular, SQL, Spark, MIPS, HTML, CSS
Software: Xcode, IntelliJ, Android Studio, Vim, Git, Eclipse, Photoshop, Illustrator
Operating Systems: OS X, Windows, Linux (Debian)
Interests: Mobile, Front-End, Wearables, Networks, UI/UX

Experience

Google | *Software Engineering Intern* **May 2016 - August 2016**

Working on the Nearby API for OS X and iOS.

Ericsson (formerly Microsoft) | *Software Development Intern* **May 2015 - August 2015**

Worked on the MediaFirst IPTV platform. Implemented Bluetooth proximity and voice features on iOS and Android devices that interacted with set-top boxes. The app utilized a hybrid web-app framework that also required C/C++ programming through the JNI/NDK for lower level implementations.

ASUC | *Chief Engineer of Berkeley Mobile* **September 2014 - Current**

Lead engineer for the UC Berkeley campus resources app on iOS and Android. The app features dining information, building hours, and bus directions with live bus tracking. Published on the App Store and Play Store.

Tag (gettagapp.com) | *Mobile Development Intern* **May 2014 - September 2014**

Front-end developer for the native Android version of Tag, a location-based social messaging app. Worked on implementing the UI, hooking up the back-end to the front-end, and adding camera features.

Projects

Non-Coursework Projects | github.com/AlexKang

SporkList (2015): Webapp written with Angular and jQuery that lets you make playlists for your favorite restaurants. Using Parse for the back-end and Google Maps for the restaurant database, you can add places to your custom playlists by dragging and dropping them. Website hosted on http://sporklist.com (note: location access is required)

LoopBoard (2014): Android application that takes microphone input or local files to create a loopable soundboard. Used lower level API calls to optimize recording and playback speed. Published on the Google Play Store.

MontageBoard (2014): Silly web app that acts as a piano synth for well-known sounds from video game montages. Made with Javascript and jQuery (along with an external library for key bindings). Hosted here: http://alex.supply/montage

Tournup (2014): Hackathon project that makes tournament creation simple. Used the Venmo API to implement a cash pool system and utilized NFC on the Android app to verify match wins and losses. More info found here: http://challengepost.com/software/tournup

Coursework Projects

Stelarc (2015): Made an Android Wear application with a group that identifies songs with the shake of a wrist from any screen. Used the GraceNote API for identification and the Google Maps/Places API to let the user know where they heard different songs. Video demo found here: http://ow.ly/YuTqT