

ALEXANDER KANG

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Berkeley, California

EDUCATION

University of California, Berkeley | December 2016

GPA: 3.846

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

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

Associations: Upsilon Pi Epsilon (CS Honor Society)

SKILLS

Programming: Java, Objective-C, Python, Javascript, jQuery, HTML, CSS, C

Software: Xcode, IntelliJ, Android Studio, Vim, Git, Photoshop, Illustrator

Interests: Mobile (Android & iOS), Client-Side Software, Front-End, Wearables, Networking, Bluetooth, UI/UX

EXPERIENCE

Google | *Software Engineering Intern*

May 2016 - August 2016

- * Worked on the Nearby team for iOS.
- * Added new beacon scanning features to the Nearby Messages and Beacon Scanner library that notify the user when there are relevant websites/apps around them.
- * Implemented beacon caching to improve the reliability and performance of discovering Bluetooth beacons.
- * Wrote the Swift documentation for the Nearby Messages API.

Ericsson (formerly Microsoft) | *Software Development Intern*

May 2015 - August 2015

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

ASUC | *Software Engineer*

September 2014 - December 2016

- * Engineer for the UC Berkeley campus resources app on iOS and Android.
- * The app features dining information, building hours/location, and bus directions with live bus tracking.
- * Published on the App Store and Play Store under the name, *Berkeley Mobile*.

Tag | *Mobile Development Intern*

May 2014 - September 2014

- * Front-end developer for the 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.
- * Company has since been acquired by Shimmur.

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.

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.

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 at [ow.ly/YuTqT](https://www.youtube.com/watch?v=YuTqT)