

# ALEXANDER KANG

(775) 247-7931 | akang@berkeley.edu | alex.supply

Berkeley, California

## EDUCATION

University of California, Berkeley | May 2017

GPA: 3.855

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, Python, Javascript, jQuery, HTML, CSS, C, MIPS

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

**Operating Systems:** OS X, Windows, Linux (Debian)

**Interests:** Mobile, Front-End, Wearables, Networking, 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 library and the BeaconScanner library. Implemented iOS versions of Nearby Notification features that notify the user when there are unsetup Google devices or relevant websites (via Bluetooth Beacons) around them.

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 | *Software Engineer*

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 | *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](https://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.

**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>

**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>