

# Allen Cao

2601 Channing Way, Apt. 306, Berkeley, CA 94704

🌐 <https://allencaoo.github.io>

🌐 <https://github.com/AllenCao0>

✉ [allencaoo@berkeley.edu](mailto:allencaoo@berkeley.edu)

☎ (510) 935-3270

## EDUCATION

**University of California, Berkeley**

BA in Computer Science, GPA: 3.957/4.0

**Berkeley, CA**

August 2020 - May 2023 (Expected)

## EXPERIENCE

**Leopard Imaging**

**Fremont, CA**

Software Engineer Intern

May 2021 - August 2021

- Accelerated the collection of printed circuit board assembly (PCBA) failure data by developing a defect simulation tool that photoshops various defects on PCBA images and saves transcripts on said images.
- Created an image filter tool that accurately and rapidly detects faulty wire soldering on PCBAs with over 95 percent correctness on a dataset of PCBA images.
- Used Python (PyQT5 and Tkinter) to improve user interactions with camera tools by integrating setting selections and easily viewable logs.
- Tested and reported on a camera software tool for a client (Amazon.com) to assure product quality; identified over 20 fatal vulnerabilities in the tool.

**UC Berkeley Electrical Engineering & Computer Sciences**

**Berkeley, CA**

Academic Intern

June 2021 - August 2021

- Assisted 40+ students enrolled in a CS61BL (Data Structures) lab section on a weekly basis.
- Helped students debug or clarify labs assignments and projects involving implementing data structures and algorithms from scratch, solving programming puzzles, and analyzing time complexity.

**AnX Robotica Corp**

**Pleasanton, CA**

Software Engineer Intern

June 2020 - August 2020

- Worked closely with the Director of Engineering to research solutions addressing imaging issues during MRI scans, such as image blurriness, lens distortion, and faulty software.
- Used C++ OpenCV to design and implement an algorithm that calibrates and undistorts endoscope fisheye lenses.
- Derived a polynomial regression formula from the correlation between distance from camera lenses to objects and brightness of pixels; implemented this model into software to estimate real world distances during processing of bowel images.

## PROJECTS

**Pathfind Visualizer** | JavaScript (React), HTML, CSS

<https://allencaoo.github.io/Pathfind-Visualizer>

- Built an online educational React application to visualize pathfinding algorithms on a 2D grid for the purpose of assisting students studying data structures and algorithms.
- Optimized algorithm runtimes to calculate results instantaneously and display visited cells and paths smoothly.
- Visualizable algorithms include BFS, DFS, Dijkstra's, A\*, Greedy Best First Search, Randomized Prim's, and Inverted Randomized Prim's (self-discovered).

**Escape Stanford: a Maze Escape Game** | Java

- Used the StdDraw library to build a 2D world exploration game with pseudo-random seed-based world generation.
- Synchronized user input with refresh rate to maximize smooth gameplay.
- Supports: intermediate mini-games, custom avatars, timer option for mini-games, and multiple levels.

**Gitlet** | Java

- Designed and implemented a version control system for local and remote repositories.
- Built organized hash-based storage system for commits, branches, and remote repositories.
- Supports the following commands: init, add, commit, rm, log, global-log, find, status, checkout, branch, rm-branch, reset, merge, add-remote, rm-remote, fetch, push, pull.

**LawScraper** | Python (Beautiful Soup), Node.js (Express.js), HTML, CSS

- Built an automated mailing system mainly consisting of a bot that sends emails of newly passed laws web-scraped from government websites to subscribers on a mailing list.
- Implemented an Express.js backend that operates a frontend sign up page and fetches sign-up data in JSON format for the bot.

**Scheme Shell** | Python, Scheme

- Implemented a Scheme interactive interpreter that displays results of single Scheme commands in the terminal.
- Procedures include: define, if, cond, and, or, let, begin, lambda, quote, cond, car, cdr, cons, enumerate, merge, nondecreaselist.

## SKILLS

**Programming Languages**

Python, Java, JavaScript, C/C++, SQL, Solidity, Scheme, Bash, HTML/CSS

**Frameworks/Applications**

NumPy, OpenCV, Node.js, Express.js, React, JUnit, Git, Linux, Blockchain (Ethereum), SQLite