

Allen Cao

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EDUCATION

University of California, Berkeley

Berkeley, CA

BA in Computer Science, GPA: 3.957/4.0

August 2020 - May 2023 (Expected)

SKILLS

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

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

WORK EXPERIENCE

Leopard Imaging

Fremont, CA

Software Engineering 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.

AnX Robotica Corp

Pleasanton, CA

Software Engineering 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 interactive online React application that visually displays pathfinding algorithms on a 2D grid.
- Released the project to students in UC Berkeley's data structures (CS61B) course as a visual aid to learning algorithms.
- Optimized algorithm runtimes to calculate algorithm steps instantaneously and display visited cells and resulting 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.

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.

Gitlet | Java

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

TEACHING EXPERIENCE

Computer Science Mentors

Berkeley, CA

Junior Mentor

August 2021 - Present

- Privately mentored and tutored two groups of five students taking two respective introductory UC Berkeley computer science courses, CS61A (Structure and Interpretation of Computer Programs) and CS61B (Data Structures).
- Lectured on concurrent course content and guided students through worksheets involving sanity checks and programming puzzles during weekly sections.

UC Berkeley Electrical Engineering & Computer Sciences

Berkeley, CA

Academic Intern

June 2021 - Present

- Assisted in weekly lab sections of CS61A and CS61B; on average fulfilled ten student requests per section.
- Helped students debug or clarify lab assignments and projects; resolved student concerns about system setup errors, programming puzzles, and ways to implement data structures and algorithms from scratch.