

Allen Cao

Incoming Software Engineering Intern @ Baxter, June 2022 - August 2022

✉ allencao@berkeley.edu ☎ (510) 935-3270
🌐 <https://allencaoo.github.io> 🔗 <https://www.linkedin.com/in/allen-cao-298b45181> 🌐 <https://github.com/AllenCao0>

EDUCATION

University of California, Berkeley

BA in Computer Science, GPA: 3.957/4.0

Berkeley, CA

August 2020 - May 2023 (Expected)

- Relevant Coursework: Interpretation of Computer Programs, Data Structures, Efficient Algorithms, Computer Architecture, Artificial Intelligence, Discrete Mathematics and Probability, Linear Algebra, Information Devices and Systems

WORK EXPERIENCE

Leopard Imaging

Software Engineering Intern

Fremont, CA

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.
- Improved user experience of camera tools by integrating setting selections and easily viewable logs using Python (PyQT5 and Tkinter).
- 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

Software Engineering Intern

Pleasanton, CA

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.
- Designed and implemented an algorithm using C++ OpenCV 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.

Computer Science Mentors

Mentor

Berkeley, CA

August 2021 - Present

- Tutored students enrolled in CS61A (Interpretation of Computer Programs) and CS61B (Data Structures).
- Lectured on concurrent course content and guided students through worksheets involving sanity checks on concepts and programming puzzles during weekly sections.

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.
- 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).
- Released the project to students in UC Berkeley's data structures (CS61B) course as a visual aid to learning algorithms.

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.

NumC | C, OpenMP, Intel Streaming SIMD Extensions (SSE)

- Created a library for general, multi-dimensional array computations that accommodates process-intensive scientific computing tasks.
- Used parallel computing techniques such as OpenMP (MIMD) and SSE (SIMD) to offer accelerated matrix computations.
- Supports matrix abs (x50 speedup), addition (x50 speedup), subtraction (x50 speedup), multiply (x60 speedup), power (x1000 speedup), etc.

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.

SKILLS

Programming Languages

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

Frameworks/Applications

NumPy, Node.js, Express.js, React, OpenCV, OpenMP, Git, Amazon Web Services, Linux, Ethereum