ANGELINA WANG

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EDUCATION

University of California, Berkeley *(anticipated) Spring 2019*
B.S. in Electrical Engineering and Computer Science, Minor in Philosophy Technical GPA: 3.95
Regents' and Chancellors' Scholar (top 2% of incoming class)
Member of Eta Kappa Nu, Electrical and Computer Engineering Honors Society

University of Cambridge *June 2016 - August 2016*
Summer study abroad: Philosophy

TECHNICAL SKILLS

Computer Languages Python, Java, C, Scheme, SQL, HTML, CSS, Swift
Software & Tools Git, Unix, LaTeX, Vim, Xcode

EXPERIENCE

Pioneers in Engineering September 2016-present

- Prepare robotics software for high schools to use by working on the multiprocessing team to integrate control input with student code
- Create API around the abilities and functions the hardware team has implemented

CalSol September 2015-May 2016

- Worked on telemetry of Cal Solar Vehicle team by implementing new features for data collection and analysis

PROJECTS

Pairings Fall 2016

- Implemented a modified version of Stable Marriage Algorithm that reads from and writes to a Google Sheet
- Replaced current system of pairing in student club, and saves hours of time

Message Decoder App Summer 2016

- Built an iOS app that encrypts and decrypts messages based on the Vigenere cipher

Text Editor Spring 2016

- Created a text editor in Java with size change, scroll bar, word wrap, open/save, and undo/redo capabilities
- Constructed a blinking cursor that moves based on click location in constant time by maintaining linked lists of the characters in each line, and specifically whether it's before or after the cursor

Voice Control Robot Spring 2016

- Built a robot that responds to 4 voice commands identified using PCA analysis
- Created eigenvalues and controls to allow for forwards movement of 2 different speeds and turning

Maps Spring 2016

- Implemented a version of Google Maps for Berkeley area that uses A* search algorithm
- Configured zooming by using a quadtree of images to raster

RELEVANT COURSES

The Structure and Interpretation of Computer Programs (CS61A)
Data Structures (CS61B)
Machine Structures (CS61C)
Discrete Mathematics and Probability Theory (CS70)
Efficient Algorithms and Intractable Problems (CS170)
Designing Information Devices and Systems I and II (EE16A and EE16B)