

Anthony Ling

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GOAL

An enthusiastic Junior in Computer Science major seeking exciting internship opportunities in the field of artificial intelligence, data science, and computer science in general.

EDUCATION

University of California, Berkeley
Bachelor of Arts, Computer Science

May 2020

Related coursework: (GPA: 3.5)

CS 70: Discrete Math and Probability Theory

CS 170: Eff. Algorithms and Intractable Problems

CS 61B: Data Structures

CS 61C: Great Ideas in Computer Architecture

(*) As of time of writing, currently taking

EE 16A: Designing Information Devices and Systems

CS 188: Introduction to Artificial Intelligence

CS 169: Software Engineering*

CS 186: Intro. to Databases*

SKILLS

- Proficient in Java, Python, Bash, NumPy, C, C#, Unity3D, JavaScript, HTML, Ruby on Rails.
- Knowledgeable in machine learning algorithms and optimal solution algorithms, including neural networks and Q-learning.
- Experience with MS Programs, Google Drive, Illustrator, Linux, Mac OS, and Windows.
- International Travel Experience: Canada, France, Amsterdam, Britain, China

EXPERIENCE

Audience1st Project Collaborator

2019

- Part of the team to create and refactor code for the Audience1st project owned by Armando Fox, which is used as a tool for box office managers to manage tickets, customers, etc.
- Responsible for implementing gift and emailing features as well as managing the deployment on Heroku.

EEC Math Teacher/Practice SAT Test Creator

June – August 2018

- Taught middle-school students math in preparation for the school year.
- Also responsible for developing SAT Section 4 Practice Test.
- Test was made to be very reminiscent of an actual test yet nearly all assets were originally developed

Computer Science Lab Assistant

2017 - 2018

- Monitored office hours and labs for CS61A and CS61B.
- Answered questions from fellow students related to projects and assignments.
- Solved technical problems and set up programming environments for students.

Amador Valley Game Design Club President

2016

- Taught a group of students Unity by preparing own lessons, including a self-made space shooter game.
- Responsible for club duties, including executive decisions as well as public relations.
- Created an in-depth Space Invaders development lesson plan.

GamesCrafters Project Collaborator

2018 - Present

- A Berkeley study group dedicated to “solving” regular board games, such as Connect 4.
- Revolves around implementing all forms of a solver(back-end, front-end).
- Currently working on AllQueensChess solver project, which involves Unity

Residence Hall Association, Publicity Chair

August 2016 – May 2017

- Responsible for the publicity of unit meetings by using Facebook and creating flyers.
- Data manager and organizer of the Hall Association raffle, which involved a dataset of more than 70 participants.
- Created the logos and posters using Illustrator, including one for the first Foothill Spring Carnival (04/29/17), which was posted on tie dye shirts.