ANTHONY LING

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CAREER OBJECTIVE

An enthusiastic senior in Computer Science seeking exciting internship opportunities in the field of artificial intelligence, data science, and software engineering.

EDUCATION

University of California, Berkeley August 2016 - Present
Bachelor of Art, Computer Science GPA: 3.6

RELATED COURSEWORK [*] As of writing, currently taking.

CS 70: Discrete Math and Probability Theory
CS 170: Eff. Alg. and Intractable Problems
CS 61B: Data Structures
CS 61C: Great Ideas in Computer Architecture
EECS 16A: Designing Info Devices and Systems
CS 188: Intro. to Artificial Intelligence
CS 169: Software Engineering
CS 186: Intro. to Databases
CS 189: Intro. to Machine Learning
EECS 127: Opt. Models and App.*
INFO 159: Natural Language Processing*
DATA 100: Principles and Tech. of Data Sci.*

SKILLS

Programming Languages	Python, Java, HTML/CSS, Javascript, Markdown, SQL, C#
Web App Frameworks	Django, Ruby on Rails, Jekyll
Software & Tools	MS Office, LaTeX, G Suite, Adobe Illustrator, Unity
Software Development	Test Automation, Docker, Bash Scripting, Git / SVN, Agile / Scrum

WORK EXPERIENCE

Freddie Mac, McLean May 2019-August 2019
Financial Engineering Intern

On-site internship under this government-sponsored enterprise.

Developed data visualizations (Heatmaps, Bar charts) using Python libraries Bokeh and Pandas.

Developed a Django web application that generate visuals and allowed for customizable axises for said visuals.

ACADEMIC PROJECTS

GamesCrafters 2018-2020
Research and Project Development

Member of a group devoted to perfectly solving two-player games aka combinatorial and computational game theory.

Helped implement the Universal Web API to combine game solutions from multiple backends. Specifically, worked on translating chess solutions from the Syzygy endgame tablebases from its public API.

Researched ways of using Decision Trees as a way to reduce key-value pairs into a series of feature decisions (i.e. number of pieces on the board, whether the second piece is an "X" or an "O").

TEACHING EXPERIENCE

DataBears, Berkeley 2019
Content Creator/TA

Developed content for the SQLite lecture, which included a Jupyter Notebook lab, a Gradescope autograder environment, and a Introduction to Databases presentation.

Education Enrichment Center, Pleasanton June 2018-August 2018
Math Teacher/SAT Content Creator

Responsible for teaching adolescents math in preparation for the school year as well as developed a curriculum for SAT practice.

Dept. of Computer Science, UC Berkeley 2017-2018
Tutor

CS 61A: Structure and Interpretation of Computer Programs, CS 61B: Data Structures

EXTRA-CURRICUCULAR

President of the Amador Valley Game Design Club in 2016.
Publicity Chair of the Berkeley Unit 4 Hall Association in 2016-2017
Programmer/Artist in the Game Design Club in 2019.

REFERENCES

James Naslund: `https://www.linkedin.com/in/jim-naslund-4031093/`
Mason Chow: `https://www.linkedin.com/in/mason-chow-3502a89a/`
Dan Garcia: `https://people.eecs.berkeley.edu/~ddgarcia/`