

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
Bachelor of Art, Computer Science

August 2016 - Present
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.

SKILLS

Programming Languages
Web App Frameworks
Software & Tools
Software Development

Python, Java, HTML/CSS, Javascript, Markdown, SQL, C#
Django, Ruby on Rails, Jekyll
MS Office, LaTeX, G Suite, Adobe Illustrator, Unity
Test Automation, Docker, Bash Scripting, Git / SVN, Agile / Scrum

WORK EXPERIENCE

Freddie Mac, McLean
Financial Engineering Intern

May 2019-August 2019

On-site internship under this government-sponsored enterprise.

Implemented a Django Web application to view graphs on loaning data using the Python Bokeh and Pandas libraries.

TEACHING EXPERIENCE

DataBears, Berkeley
Content Creator/TA

May 2019-Present

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
Math Teacher/SAT Content Creator

June 2018-August 2018

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
Tutor

2017-2018

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
Member of the UC Berkeley GameCrafters in 2018-Present.
Programmer/Artist in the Game Design Club in 2019-Present.

PERSONAL TRAITS

Highly motivated and eager to learn new things.
Strong motivational and leadership skills.
Ability to work as an individual as well as in group.
Hardworking individual who is very passionate in his work.

REFERENCES

James Naslund: <https://www.linkedin.com/in/jim-naslund-4031093/>
Mason Chow: <https://www.linkedin.com/in/mason-chow-3502a89a/>