Anthony Ling

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GOAL

An enthusiastic Senior 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   May 2020
Bachelor of Arts, Computer Science

Related coursework: (GPA: 3.6)

CS 70: Discrete Math and Probability Theory	EE 16A: Designing Information Devices and Systems
CS 170: Eff. Algorithms and Intractable Problems	CS 188: Introduction to Artificial Intelligence
CS 61B: Data Structures	CS 169: Software Engineering
CS 61C: Great Ideas in Computer Architecture	CS 186: Intro. to Databases

SKILLS

- Proficient in Python, Java, SQL, C#, Django, HTML/CSS, Javascript, Unity
- Familiar with Pandas, C, Ruby on Rails
- Knowledgeable in machine learning algorithms and optimal solution algorithms, including neural networks and Q-learning.
- International Travel Experience: Canada, France, Amsterdam, Britain, China

EXPERIENCE

Freddie Mac Financial Engineering Intern   May – Jun 2019
- Responsible for implementing code for important monitoring feature for IVAN (Income Validation Through Asset Validation) and SLMS (Submission Link Model Service).
- Developed and deployed a web application using Django and Bokeh to display graphs for traders.

Audience1st Project Collaborator   March – May 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.