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   May 2020
Bachelor of Arts, Computer Science

Related coursework: (GPA: 3.5)

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*
(*) As of time of writing, currently taking

PROJECTS

- Assets and Lesson Plan used for the Space Invaders Game for the Game Design Club: http://tinyurl.com/spaceshoot
- Assets and Solver being created as part of the GameCrafters Study group: https://github.com/Ant1ng2/FourQueens
- SAT test developed for EEC Pleasanton: https://tinyurl.com/eecsat4

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

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

                                                                                                              August 2016 – May 2017
Residence Hall Association, Publicity Chair
- 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 Adobe, including one for the first Foothill Spring Carnival (04/29/17), which was posted on tie dye shirts.