

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.*
INFO 159: Natural Language Processing*
DATA 100: Principles and Tech. of Data Sci.*

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.

Project 1: Developed data visualizations (Heatmaps, Bar charts, 3D) using Python libraries Bokeh and Pandas. The visualization system is used for housing loan risk analysis where feature recognition and correlation analysis are essential part of the algorithms and model development.

Project 2: Developed a Django web application that hosts the visuals of the data models. The web application is designed for direct and interactive access to the data by the users. The visualization is configurable by customizing axes and Django caching is deployed for high performance.

Audience1st
Software Developer

January 2019-May 2019

Part of an academic project where groups of students are assigned to small businesses or startups to work on some of their features of their web application. Most of the projects were done in Rails. Involved in many Software Engineer practices, such as continuous integration and user stories.

Worked on an application for Audience1st and implemented magic links and quality-of-life changes.

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 the multiple GamesCrafters backends (ie GamesmanJava, GamesmanClassic). Specifically, worked on translating chess solutions from the Syzygy endgame tablebases from its public API.

Researched using Decision Trees as a way of compressing 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").

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.

Content covered relational database, DMS, SQL queries and Pandas interactions.

TEACHING EXPERIENCE

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-CURRICULAR

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/>