ANTHONY LING

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CARRIER OBJECTIVE

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   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 188: Intro. to Artificial Intelligence
CS 170: Eff. Alg. and Intractable Problems   CS 169: Software Engineering
CS 61B: Data Structures   CS 186: Intro. to Databases
CS 61C: Great Ideas in Computer Architecture   CS 189: Intro. to Machine Learning*
EECS 16A: Designing Info Devices and Systems   EECS 127: Opt. Models and App.*

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, VS Code, 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. Created a Web application to view graphs on loaning data. Learned the process of mortgage-backed securities and its role in loans and implemented various aspects such as processes monitoring and data analysis tools.

TEACHING EXPERIENCE

DataBears, Berkeley   May 2019-Present
Content Creator/TA

Lead developer of the database lecture for the DataBears DeCal, which included creating a presentation, a lab, and a Gradescope autograder environment.

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-CIRRUCULAR

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 GameCrafters in 2018.
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.
Self-proclaimed hilarious/slightly awkward personality.

REFERENCES

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