

# ANTHONY LING

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## CAREER OBJECTIVE

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An enthusiastic senior in Computer Science seeking exciting internship opportunities in the field of artificial intelligence, data science, and software engineering.

## EDUCATION

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**University of California, Berkeley**  
Bachelor of Art, Computer Science

August 2016 - Present  
GPA: 3.6

## RELATED COURSEWORK [\*] As of writing, currently taking.

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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

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**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

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**Freddie Mac, McLean**  
*Financial Engineering Intern*

May 2019-August 2019

On-site internship under this government-sponsored enterprise.

Developed data visualizations (Heatmaps, Bar charts) using Python libraries Bokeh and Pandas from data generated through feature engineering.

Developed a Django web application that generate visuals based on incoming and allowed for customizable axes for said visuals. Used by Engineers to help analyze housing data.

**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. Involved many Software Engineer practices, such as continuous integration and user stories. Most of the projects were done in Rails.

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

## ACADEMIC PROJECTS

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### **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").

## TEACHING EXPERIENCE

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### **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, which covered basic SQL queries and Pandas interactions.

### **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

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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

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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/>