BOB FENG

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Education

UNIVERSITY OF CALIFORNIA, BERKELEY *Class of 2019*
B.A. Computer Science *Major GPA: 3.46*
Relevant coursework:

- CS160 – UI & UX (Html, CSS, JavaScript/JQuery)
- CS162 – Operating Systems (C, Assembly, MIPS)
- CS168 – Internet Architecture (Python)
- CS70 & 170 – Discrete Math/Algorithms (Java)
- CS186 – Database Systems (Java, SQL)
- CS188 – Artificial Intelligence (Python)

Projects

Database *Spring 2017*
Database Management System

- Implemented a DBMS that handles constant length records and utilizes data structure such as B+ trees to quickly organize pages and increase efficiency in data retrieval.
- Utilize knowledge of memory access patterns to design time-efficient query operators including Grace Hash Join and Sort Merge Join that take advantage of spatial locality to quickly process information.

Pacman *Fall 2016*
Artificial Intelligence Agent

- Designed AI agents that preform complex search tasks such as maze navigation and location inference utilizing algorithms such as Kruskal's algorithm and Bayesian Nets.
- Employed AI and machine learning techniques such as expectimax and minimax, model-free reinforcement learning algorithms, probabilistic inference using hidden Markov models, and perceptrons.

Bear Maps *Spring 2016*
Web Mapping Application

- Developed a fully functional web mapping application utilizing open source, real-world mapping data that supports zooming in and out, finding optimal directions, and searching for specific locations.
- Maximized efficiency in path finding by exploiting efficient search algorithms such as the A* Search and Dijkstra's algorithm.

Experiences

CS61A Course Staff *Spring 2016 – Fall 2016*
Lab assistant and Tutor

- Tutored students one on one about topics such as object oriented programming, recursion, and run time.
- Paired up with one struggling student and assisted him in organization and studying over the semester.
- Guided students through pre-designed labs on topics that ranged from syntax to tree recursion.

Kabam Case Competition *Fall 2016*
Finalist

- Gathered, processed, and developed an algorithm to analyze statistics assessing potential for growth of mobile gaming industry for countries to determine the optimal area for further expansion.
- Preformed market analysis to identify a market expansion strategy that results in the highest profit.

Organizations

PBL – Berkeley Phi Beta Lambda *Fall 2016 – Current*
Consulting Committee Chair

- Worked on a project team dedicated to using tech solutions in order to improve existing resources including a custom-built wiki, user portal, application system and various operational algorithms.
- Preformed case studies of companies and developed new marketing and branding strategies focused on increasing revenue and decreasing costs.

Coding Languages: Python, Java, C, HTML, CSS, JavaScript, JQuery, and SQL.

Skills: LaTeX, Github, Make, Cloud9, Excel