


Boyuan Deng

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EDUCATION

University of California, Berkeley - B.S. Electrical Engineering & Computer Science Aug 2020 - Apr 2023

- GPA: 3.70 / 4.00
- Relevant Coursework: Database Systems (CS 186), Efficient Algorithms and Intractable Problems (CS 170), Data Structure & Algorithm (CS 61B), The Foundations of Data Science (Data 8), Discrete Mathematics and Probability Theory (CS 70), Intro to Computer Science (CS 61A), Entrepreneurship & Innovation (IND 190E)

TECHNICAL SKILLS

- **Languages:** JavaScript, Python, Java, HTML, CSS, SQL, C, C++
- **Libraries:** jQuery, Pandas, React js, NumPy
- **Tools:** Node.js, Django, Git, Github

RELEVANT EXPERIENCE

UpSkill - Software Developer May 2021 - Aug 2021

- Developed a Chrome extension to automate the process of completing online job applications (primarily using Javascript, CSS, HTML)
- Designed and implemented a resume builder that facilitates fast changes and customization towards different companies
- Coordinated with business team to collect user feedback and improve the product to increase users satisfaction
- Hosted a website-based version using AWS to achieve quick product iteration

Pathify (Project) - JavaScript, CSS, HTML Dec 2020 - Apr 2021

- Built a web-based application to digitalize the process of lead time tracking during manufacturing
- Developed a backend application using AWS to handle user registration, data collection, data processing, and data visualization.
- Demonstrated the application to local manufacturers and planned to publish the software application on ThomasNet

2048 (Project) - Java, Javascript, CSS, HTML Feb 2021 - Mar 2021

- Rebuilt the core logic of the game 2048 to achieve identical game functionality
- Implemented methods to handle user interaction and improved the UI design upon given skeleton
- Added extra game features such as leader board to increase the playability

BCrowd (Project) - Python, SQL Sept 2020 - Nov 2020

- Programmed a Raspberry Pi to track bluetooth signals, analyze crowd density, and notify App users of potential spread of COVID-19
- Used Python Library PyBluez to develop the functionality of signal tracking, filtering, and storing
- Partnered with designer to implement the user interface and helped debugging the login feature of the mobile app
- Planned to experiment on Berkeley campus cafeteria next semester

Gitlet (Project) - Java Feb 2021 - Apr 2021

- Built a version control system that tracks and commits file changes, reverts to previous versions, creates branches and remote usage
- Implemented efficient algorithms for searching and storing data; Practiced object and modular design to simplify the process of debugging
- Practiced object and modular design to simplify the process of debugging and future development

RELATED EXPERIENCE

Vex Robotics Competition - Captain Jul 2017 - Apr 2020

- Designed, built, and debugged a robot to compete in VEX World Championship 2018
- Led and assisted team members with the overall programming and building process of the robot
- Won 2X regional championship in Irvine, 2nd place in California high school league, and ranked top 200 in international competition

BCSSA Career Development (Student Organization) - Core Member Nov 2020 - Present

- Assisted with guest invitations, event design, and feedback collection
- Participated in member recruitment by making posts in various social media platforms