Christoph Sachse

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http://www.github.com/cssachse   http://cssachse.github.io

Education

Pine Crest Preparatory School

University of California, Berkeley

    B.S. Engineering Math & Statistics, B.A. Computer Science, May 2018 (projected)

    GPA: 3.6 (In-major GPA Math: 3.9, Computer Science: 3.7)

Skills

- **Programming languages:**
  - *Proficient:* Python, Java, MATLAB, R, Javascript/HTML/CSS
  - *Familiar:* C, C++, PHP, MIPS assembly, Go, Haskell, Julia, Ruby
- **Tools & APIs:**
  - Git, OpenMP, Spark, L^{A}T$_E$X, Solidworks, Django, SQL, MongoDB, JQuery, Node.js.

Relevant experience

- **Work/Internships:**
  - ○ *Research intern* at *CBI, Friedrich-Alexander University Erlangen*: Performed calculation and experimentation for optimization of SILP-heterogenized chromium catalyst performance
- **Relevant coursework:**

Data structures	*Probability*	*Machine Learning*
Machine Structures	*Statistics*	*Linear algebra (upper div.)*
Discrete Mathematics	*Stochastic processes*	*Statistical learning theory*
Electronic Circuits	*Signal Processing*	*(audited)*

- **Personal Projects:**

  [For more information, see personal site/github]
  - ○ Multiple dynamic webpage designs & backend for external organizations (Check out portfolio on website)
  - ○ *circ.edit*: HTML Canvas-based circuit drawing toolkit, supporting full array of LTI, modern, and logical components, as well as L^{A}T$_E$X, JSON, and png export options. Provides first known GUI for circuitikz package export.
  - ○ *gj-lang*: Building a python-based gj-C transcompiler [in progress], based on design plan for a monoid-free matrix-oriented functional programming language. (In progress)
  - ○ *ctx speedy*: Framework for constructing and optimizing image-free HTML canvas animations via caching of repeated states. (In progress)