Daniel Van Der Maden

☑ dvandermaden0@berkeley.edu ☐ (714) 251-4974

danielvandermaden.com

github.com/Daniel-VDM

in linkedin.com/in/Daniel-VDM

EDUCATION

University of California, Berkeley

Berkeley, CA

B.A. Computer Science - GPA: 3.68/4.00

December 2019 (Expected)

- o Areas of academic interest: Human-Computer Interaction, Natural Language Processing, and Artificial Intelligence.
- o Relevant coursework: Database Systems (IP), UI/UX Design (IP), Computer Security (IP), Efficient Algorithms, Intro to Artificial Intelligence, Natural Language Processing, Intro to Linguistics, Machine Structures, Data Structures, Structure & Interpretation of Programs, Designing Information Devices, Discrete Math & Probability Theory, Linear Algebra & Differential Equations.

EXPERIENCE

Microsemi Aliso Viejo, CA

Software Engineering Intern – Frequency and Timing Division

May 2018 - August 2018

- Part of a team that worked on a modernized eLoran (radio navigation and data) system, which could function as a self-contained backup of a Global Navigation Satellite System (E.g. GPS & GLONASS).
- $\verb|o| Implemented multiple proprietary signal schemes and created an API to interface all of them with a custom transmission timer. \\$
- o Shortened scheme implementation time by creating data collection and development tools for a custom transmission timer.

EECS Department, UC Berkeley

Berkeley, CA

Tutor - Self-Paced Center

January 2019 - May 2019

- o Improved student understanding by holding office hours for students learning C, C++, Java, and Python.
- o Graded projects and gave feedback that encouraged industry-ready practices. Also graded quizzes and final exams.

Academic Intern – Structure and Interpretation of Computer Programs Course

August 2018 - December 2018

- Fostered interest in Computer Science fundamentals by providing guidance on homeworks and projects during office hours.
- o Assisted course staff during lab sessions by conducting lab checkoffs and answering questions regarding course content.

Computer Science Mentors, UC Berkeley

Berkeley, CA

Mentor – Designing Information Devices and Systems I Course

January 2019 – May 2019

- Helped students solidify core EECS concepts by leading a supplemental 1.5 hour discussion section each week.
- o Mentored a cohort of students throughout the semester and helped develop supplemental worksheets and lesson plans.

J-Sei Community Center

Emeryville, CA

Technology Consultant for Seniors

September 2017 - December 2017

o Effectively communicated with the elderly a verity of tech safety topics such as internet privacy and malware protection.

NOTABLE PROJECTS

Full detailed list (with repo links) can be found on my website

Easy Seq2Seq Chatbot – Personal Project

- A chatbot that is implemented using a sequence to sequence model with an easy way to define training and model parameters.
- o It features a caching system, saving and loading models, interrupt recovery, memory efficient training, and multiple data filters.

Approximate Solver for a NP-Hard Problem – Efficient Algorithms Course Project

- A polynomial time approximate solver that uses a greedy algorithm with various heuristics (each is considered, best is chosen).
- \circ Yielded solutions that were in the top 10% of all approximations in the course (which had \approx 700 students).

Coreference Annotator – Natural Language Processing Course Project

 \circ Annotates the antecedent for each pronoun in a given dataset using a logistic regression model. Achieved 71% accuracy on test data.

My Personal Website - Personal Project

o A website that I created using Bootstrap and some JavaScript with jQuary to handle the styling and interactive components.

Concurrent Cached File Server – Machine Structures Course Project

o A file server (written in Golang) with a cache that can efficiently handle thousands of concurrent file requests (on a laptop).

61Ccc Compiler (to RISC-V) – Machine Structures Course Project

o Compiles code that is written in the 61Ccc language (a made-up subset of C) into universally compatible RISC-V assembly.

SKILLS

Programming Languages: Python, Java, C++, C, Golang, Scheme, RISC-V/x86, SQL, HTML, CSS, JavaScript, LaTeX **Technologies:** Scipy/Numpy/Pandas, NLTK, Keras, Scikit-learn, Hadoop, OpenMP, Intel AVX, Bootstrap, MySQL, AWS EC2 **Spoken Languages:** Native English speaker, fluent in French, basic understanding of Vietnamese.