

George He

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EDUCATION

UC BERKELEY
B.S. ELECTRICAL ENG. & COMPUTER SCIENCE
Highest Honors (Top 3%)
GPA: 3.981/4.0
Dec 2016

STANFORD UNIVERSITY
COMPUTER SCIENCE NDO
GPA: 4.15/4.3
Jan 2017 - present

COURSEWORK

Machine Learning
Artificial Intelligence
Advanced Algorithms
Database Systems
Computer Security
Computer Graphics
Computer Vision
Machine Structures

COURSE STAFF

Designing Informational
Devices
Structure & Interpretation of
Computer Programs

SKILLS

LANGUAGES

Experienced:
Python • Java • C • C++
Javascript • Dart • Scala • Go

Familiar:
MySQL • Swift 2

FRAMEWORKS

Experienced:
Spark • Polymer • jQuery
AngularJS • GAE

Familiar:
Hadoop • Scalatra

LINKS

Github:// georgehe4
LinkedIn:// georgehe4
Portfolio:// georgehe.me

EXPERIENCE

GOOGLE

Jan 2016 - Current | Java, C++, Python | Cambridge, MA
• Google Cloud Monitoring - Stackdriver
• Cloud resource metadata collection and reporting backend

SOFTWARE ENGINEER

GOOGLE

May 2016 - Aug 2016 | Golang, Polymer, C++, AngularJS | Mountain View, CA
• Search Indexing - Create experiment pipeline tools for machine-learning focused tests

SOFTWARE ENGINEER INTERN

GRAND ROUNDS

Jan 2016 - May 2016 | Python, AWS, Spark | Berkeley, CA
• Analysis of health care data to detect important signals in predicting patient care

DATA SCIENCE CONSULTANT | ML@B

GOOGLE

May 2015 - Aug 2015 | Dart, Python, Polymer, Google App Engine | Portland, OR
• Lead project to create <https://dartpad.dartlang.org>
• Conducted UX and usability research in London

SOFTWARE ENGINEER INTERN

AUDIENCE INC

June 2014 - August 2014 | Python, Java, Android, Robot | Mountain View, CA
• Host software deployment - eS704 and eS774 chips.

SOFTWARE ENGINEER INTERN

PHOTO LAB | ACQUIRED BY DROPBOX

January 2013 - June 2013 | Objective C | Palo Alto, CA
• Implementation of cross-platform photo sharing program

SOFTWARE ENGINEER INTERN

RESEARCH

UC BERKELEY AMPLAB

January 2016 - Present | Berkeley, CA

UNDERGRADUATE RESEARCHER

- Mango, a data visualization interface for ad hoc queries on genetic data
- Applications of machine learning and distributed computing [Spark]

MACHINE LEARNING AT BERKELEY (ML@B)

January 2016 - Present | Berkeley, CA

UNDERGRADUATE RESEARCHER

- Music recommendation using latent factor analysis and functional neural networks

UC BERKELEY SONGLAB

August 2015 - December 2015 | Berkeley, CA

UNDERGRADUATE RESEARCHER

- Using machine learning to determine encrypted malware
- Focus on polymorphic code analysis and detection of common encryption algorithms

PROJECTS/COMPETITIONS

UC BERKELEY STATISTICS DATAFEST

April 2016 | Python, Spark, R

BEST IN SHOW | OVERALL WINNER

- Applying ML and statistical models to predict and market TicketMaster data

SENTIMENT CHAT

October 2015 | <http://devpost.com/software/sentiment-chat> | Azure, Python

CALHACKS 2015 | MOXTRA API WINNER

- Natural language processing and analysis of message sentiments

3D MODELING - MICROSOFT KINECT

January 2014 | <https://github.com/Georgehe4/kinectproject>

3D IMAGE PROCESSING

- Creation of navigable 3D point cloud using C++, Microsoft Kinect & OpenGL libraries