

GEORGE HE

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EDUCATION

University of California, Berkeley, CA

B.S. in Electrical Engineering and Computer Science | GPA: 4.0(Major), 3.925(Overall)

August 2014 – Present

CAA Leadership Scholar

Fremont High School, Sunnyvale, CA

GPA: (Unweight) 4.0, (Weight) 4.8

August 2010 – June 2014

Valedictorian

SKILLS

Languages: Python, C++, Java, Javascript, C#, SQL

Platforms: Android SDK, Microsoft Kinect SDK, Unity

Tools: jQuery, flask, Bootstrap, OpenGL, JSON, AJAX

Others: Web development, Photoshop

RELEVANT COURSEWORK

Completed Coursework

CS 61A Structure & Interpretation of Computer Programs

CS 193C Client Side Internet Technologies (Stanford)

AP Computer Science A (High School)

Expected Spring Coursework (finish on May, 2015)

EE 16A Designing Informational Devices and Systems

CS 61B Data Structures and Advanced Programming

CS 70 Discrete Math and Probability

CS 9E Productive Use of the Unix Environment

EXPERIENCE

Audience Inc. | Intern | Mountain View, CA

June 2014 – August 2014

- Host Software and Quality Assurance – testing for hardware and software compatibility on eS704 and eS774 chips
- Development with Python, Robot, Bellagio, and the Android SDK on audio algorithms

Photo Lab | Intern / Palo Alto, CA

January 2013 – June 2013

- Coding and implementation of a cross-platform photo sharing program
- Market Research and development on iOS platform using Objective C

Carleton College | Research Member | Northfield, MN

June 2013 – August 2013

- Creation of navigable high-resolution 3D point cloud using a Microsoft Kinect, C++ and OpenGL libraries
- Multiple vision processing libraries and algorithms to aggregate different frames

PROJECTS

MyoCar | Racing game using the Myo motion sensing armband

November 2014

- Unity-based game (C#) with Myo motion control libraries

github.com/Georgehe4/myoCar

Type Counter | Graphic analysis of text-mapping to keyboard key presses

September 2014

- Python backend using flask with plot.ly libraries | Bootstrap, jQuery frontend
- Hackjam Hackathon award winning app

prototypecount.herokuapp.com

3D Modeling – Kinect | 3D Image Processing

January 2014

- Programming in C++ using OpenGL libraries to process and render a virtual space

github.com/Georgehe4/KinectProject

Self-Built Websites

<http://fremontdeca.com>

September 2013

<http://fremontrobotics.com>

January 2014

<http://tsinghuayouth.org>

June 2010

EXTRACURRICULARS

The Side FX - thesidefx.org | Co-founder

October 2014 - Current

- Drug database designed to help educate and inform the youth
- Presenting at the 2015 Youth Tech Conference in San Francisco

Berkeley Scientific Journal | Research Division

October 2014 - Current

- Review and validate submissions
- Contact professors and industry professionals for editing

FIRST Robotics

September 2010 – May 2014

- Vice President, Head Programmer, Finance Lead

DECA Business Organization

September 2010 – May 2014

- President(2 years), VP of Store Operations
- 2 time International Finalist: Business Law and Ethics Decision Making | Business Finance Series