George He

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EDUCATION

UC BERKELEY
B.S. Electrical Eng. & Computer Science
GPA: 3.981/4.0
Aug 2014 - Dec 2016

LINKS

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

COURSEWORK

UNDERGRADUATE

Machine Learning
Artificial Intelligence
Advanced Algorithms
Database Systems
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

SOCIETIES

Eta Kappa Nu | Officer
Tau Beta Pi | Member

EXPERIENCE

GOOGLE — Software Engineer II
Jan 2016 - Current | Java, C++, Python | Cambridge, MA
- Google Cloud Monitoring - Stackdriver
- Cloud resource metadata collection and reporting backend

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

GRAND ROUNDS — Data Science Consultant | ML@B
Jan 2016 – May 2016 | Python, AWS, Spark | Berkeley, CA
- Analysis of health care data to detect important signals in predicting patient care

GOOGLE — Software Engineer Intern
May 2015 – Aug 2015 | Dart, Python, Polymer, Google App Engine | Portland, OR & London, UK
- Lead project to create https://dartpad.dartlang.org
- Conducted UX and usability research in London

AUDIENCE INC — Software Engineer Intern
June 2014 - August 2014 | Python, Java, Android, Robot | Mountain View, CA
- Host software deployment - eS704 and eS774 chips.

PHOTO LAB | ACQUIRED BY DROPBOX — Software Engineer Intern
January 2013 - June 2013 | Objective C | Palo Alto, CA
- Implementation of cross-platform photo sharing program

RESEARCH

UC BERKELEY AMPLAB — Undergraduate Researcher
January 2016 - Present | Berkeley, CA
- 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) — Undergraduate Researcher
January 2016 - Present | Berkeley, CA
- Music recommendation using latent factor analysis and functional neural networks

UC BERKELEY SONGLAB — Undergraduate Researcher
August 2015 - December 2015 | Berkeley, CA
- Using machine learning to determine encrypted malware
- Focus on polymorphic code analysis and detection of common encryption algorithms

PROJECTS/COMPETITIONS

UC BERKELEY STATISTICS DATAFEST — Best in Show | Overall Winner
April 2016 | Python, Spark, R
- Applying ML and statistical models to predict and market TicketMaster data

SENTIMENT CHAT — CalHacks 2015 | Moxtra API Winner
October 2015 | http://devpost.com/software/sentiment-chat | Azure, Python
- Natural language processing and analysis of message sentiments

3D MODELING - MICROSOFT KINECT — 3D Image Processing
January 2014 | https://github.com/Georgehe4/kinectproject
- Creation of navigable 3D point cloud using C++, Microsoft Kinect & OpenGL libraries