GEORGE HE

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github.com/georgehe4 ♦ georgehe.me

EDUCATION

University of California, Berkeley, CA (2017) **August 2014 – Present**
B.S. Electrical Engineering & Computer Science | GPA: 4.0(Major), 3.96(Overall) CAA Leadership Scholar
Fremont High School, Sunnyvale, CA **August 2010 – June 2014**
GPA: 4.0 (Unweighted), 4.8 (Weighted) Valedictorian

RELEVANT COURSEWORK

Completed Coursework
CS 61A Structure & Interpretation of Computer Programs
CS 61B Data Structures and Advanced Programming
CS 70 Discrete Math and Probability
CS 163C Client Side Internet Technologies (Stanford)
EE 16A Designing Informational Devices and Systems

Expected Fall Coursework (, 2015)
CS 61C Machine Structures
CS 170 Efficient Algorithms and Intractable Problems
CS 188 Introduction to Artificial Intelligence
EE 16B Designing Information Devices and System II

SKILLS

Languages: Python, C++, Java, Javascript, C#, SQL, Dart   **Tools:** jQuery, flask, Bootstrap, OpenGL, JSON, AJAX
Platforms: Android, Microsoft Kinect, Unity   **Others:** Meteor, Polymer, Google App Engine

EXPERIENCE

Google Inc. | Software Engineer *Intern* | Portland, OR **May 2015 – August 2015**
- Help create embedding and sharing features for dartpad.dartlang.org
- Polymer, Google App Engine, Python, Dart, Javascript, Web Development

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

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 *protypecount.herokuapp.com*
- Hackjam Hackathon award winning app

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

Eta Kappa Nu – Engineering Honor Society | Officer **January 2015 - Current**
- Coordinate and organize media for centennial yearbook

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