

George He

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EDUCATION

UC BERKELEY

B.S. ELECTRICAL ENG. &
COMPUTER SCIENCE
GPA: 4.0/4.0
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 • Assembly

FRAMEWORKS

Experienced:
Spark • Polymer • jQuery
AngularJS • GAE • Scalatra
Familiar:
Meteor • Hadoop

SOCIETIES

Eta Kappa Nu | Officer
Tau Beta Pi | Member

EXPERIENCE

GOOGLE

May 2016 - August 2016 | Mountain View, CA

- Developed with: Golang, Polymer, C++, AngularJS, Javascript, Borg
- Search Indexing - create experiment pipeline tools for Raffia Overlay team

GRAND ROUNDS

January 2016 - May 2016 | Berkeley, CA

- Developed with: Python, AWS, Spark
- Big data analysis of health care data to detect important signals in predicting patient care

GOOGLE

May 2015 - Aug 2015 | Portland, OR & London, UK

- Developed with: Dart, Python, Polymer, Google App Engine
- Lead project to create <https://dartpad.dartlang.org>
- Conducted UX and usability research in London in addition software development

AUDIENCE INC

June 2014 - August 2014 | Mountain View, CA

- Developed with: Python, Java, Android SDK, Robot
- Host software deployment - ensuring compatibility on eS704 and eS774 chips.

PHOTO LAB

January 2013 - June 2013 | Palo Alto, CA

- Implementation of cross-platform photo sharing program in Objective C

RESEARCH

UC BERKELEY AMPLAB

January 2016 - Present | Berkeley, CA

- Mango, a data visualization interface that allows ad hoc queries and modification on genetic data
- Applications of machine learning and distributed computing provided by the Spark framework
- Built as a critical tool to support bdgenomics.org

MACHINE LEARNING AT BERKELEY (ML@B)

January 2016 - Present | Berkeley, CA

- Research in music recommendation using latent factor analysis and functional neural networks

UC BERKELEY SONGLAB

August 2015 - December 2015 | Berkeley, CA

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

PROJECTS/COMPETITIONS

UC BERKELEY DATAFEST

April 2016

- Developed with: Python, Spark, R
- Applying machine learning and statistical models to predict and market TicketMaster data

SENTIMENT CHAT

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

- Developed with: Azure, d3js, Python, Moxtra
- Natural language processing and analysis of message sentiments

3D MODELING - MICROSOFT KINECT

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

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

SOFTWARE ENGINEER INTERN

DATA SCIENCE CONSULTANT | ML@B

SOFTWARE ENGINEER INTERN

ENGINEERING INTERN

ENGINEERING INTERN | ACQUIRED BY DROPBOX

UNDERGRADUATE RESEARCHER

UNDERGRADUATE RESEARCHER

UNDERGRADUATE RESEARCHER

BEST IN SHOW | OVERALL WINNER

CALHACKS 2015 | MOXTRA API WINNER

3D IMAGE PROCESSING