

EDUCATION

University of California, Berkeley, CA (2017)

B.S. Electrical Engineering & Computer Science | GPA: 4.0(Major), 3.96(Overall)

August 2014 – Present

CAA Leadership Scholar

Fremont High School, Sunnyvale, CA

GPA: 4.0 (Unweighted), 4.8 (Weighted)

August 2010 – June 2014

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**Platforms:** Android, Microsoft Kinect, Unity**Tools:** jQuery, flask, Bootstrap, OpenGL, JSON, AJAX**Others:** Meteor, Polymer, Google App Engine, Web

EXPERIENCE

Google | *Software Engineer Intern* | Portland, OR**May 2015 – August 2015**

- Lead project to create embedding and sharing features for <https://dartpad.dartlang.org/> to promote Dart
- Polymer, Google App Engine, Python, Dart, Javascript, Web Development - <https://github.com/dart-lang/dart-pad>
- Run time optimization using Google App Engine analysis tools, futures, and promises

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 developed in 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
- 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**

EXTRACURRICULARS

Eta Kappa Nu – Engineering Honor Society | Bridge 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