

GEORGE HE

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EDUCATION

University of California, Berkeley, CA (2017)

August 2014 – Present

B.S. Electrical Engineering & Computer Science ♦ GPA: 3.97

RELEVANT COURSEWORK

Completed Coursework

Artificial Intelligence ♦ Designing Informational Devices & Systems ♦ Data Structures & Advanced Programming
Client Side Internet Technologies ♦ Machine Structures ♦ Structure & Interpretation of Computer Programs

Expected Spring (2016) Coursework

Efficient Algorithms & Intractable Problems ♦ Database Systems ♦ Machine Learning

SKILLS

Languages: Python, Java, Dart, Javascript, C, C++,
C#, MySQL, Meteor

Tools: jQuery, flask, Bootstrap, OpenGL

Platforms: Android, Microsoft Kinect, Unity

Others: Polymer, Google App Engine, Git, Azure

EXPERIENCE

Google | *Software Engineer Intern* | Portland, OR

May 2015 – August 2015

- Lead project to create embedding and sharing features for <https://dartpad.dartlang.org/>
- Polymer, Google App Engine, Python, Dart, Javascript, Web Development - <https://github.com/dart-lang/dart-pad>
- Conducted UX Studies, perform runtime optimization, create backend server calls for code analysis, UI design
- Performance increases in [4x] load time improvement, [10x] load size reduction

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

Sentiment Chat | CalHacks 2015 Moxtra API Winner

October 2015

- Natural language processing and analysis of messages
- Deployed on Microsoft Azure using Python, d3js, and Moxtra

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

MyoCar | Racing game using Myo motion sensing armband

November 2014

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

github.com/Georgehe4/myoCar

3D Modeling – Kinect | 3D Image Processing

January 2014

- C++ using OpenGL to process and render 3D environments from video

github.com/Georgehe4/KinectProject

EXTRACURRICULARS

Research – UC Berkeley – Cryptographic machine learning

August 2015 - Present

- Applications of machine learning on detecting encrypted malware
- Polymorphic code analysis and encryption detection

Eta Kappa Nu – Engineering Honor Society | Bridge Officer

January 2015 - Present

- Tutor students, coordinate publications, hold office hours

The Side FX - thesidefx.org | Co-founder

October 2014 – Present

- 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 – Present

- Review quality and validity of submissions, contact professors for editorial review