

George He

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EDUCATION

STANFORD

M.S. COMPUTER SCIENCE

GPA: 4.10/4.3

Concurrent

UC BERKELEY

B.S. ELECTRICAL ENG. & COMPUTER SCIENCE

Highest Honors (Top 3%)

GPA: 3.981/4.0

SKILLS

GENERAL

API Design
System Design
Software Architecture
Database Systems
Distributed Computing
Machine Learning
Advanced Algorithms
Computer Networks
Computer Security
Machine Structures

LANGUAGES

Experienced:

Python • Java • Scala • C
C++ • Javascript • Dart • Go

Familiar:

MySQL • Swift 2

FRAMEWORKS

Experienced:

Spark • Hadoop • Polymer
Google Cloud Platform
jQuery • AngularJS

Familiar:

Scalatra • App Engine

LINKS

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

EXPERIENCE

GOOGLE

Jan 2016 - Present | Java, C++, Python | Cambridge, MA

- Google Cloud Monitoring - Stackdriver Backend
Tech lead - Design and launch 3 APIs for resource data collection across all Google Cloud services [i.e <https://cloud.google.com/kubernetes-monitoring>]
Design systems to handle 100k+ QPS and billions of resources
- API governance - enforcing API uniformity across Google

SOFTWARE ENGINEER III

GOOGLE

May 2016 - Aug 2016 | Golang, Polymer, C++, AngularJS | Mountain View, CA

- Search Indexing - Tooling and infrastructure for machine-learning pipelines

SOFTWARE ENGINEER INTERN

GRAND ROUNDS

Jan 2016 - May 2016 | Python, AWS, Spark | Berkeley, CA

- Analysis of health care data to detect important signals in predicting patient care

DATA SCIENCE CONSULTANT | ML@B

GOOGLE

May 2015 - Aug 2015 | Dart, Python, Polymer, Google App Engine | Portland, OR

- Lead project to create frontend and backend for <https://dartpad.dartlang.org>
- Conducted UX and usability research in London

SOFTWARE ENGINEER INTERN

AUDIENCE INC

June 2014 - August 2014 | Python, Java, Android, Robot | Mountain View, CA

- Host software deployment - eS704 and eS774 chips

SOFTWARE ENGINEER INTERN

PHOTO LAB | ACQUIRED BY DROPBOX

January 2013 - June 2013 | Objective C | Palo Alto, CA

- Implementation of cross-platform photo sharing program

SOFTWARE ENGINEER INTERN

RESEARCH

UC BERKELEY AMPLAB

January 2016 - December 2016 | Berkeley, CA

- Mango, a data visualization interface for ad hoc queries on genetic data
- Applications of machine learning and distributed computing using Spark

UNDERGRADUATE RESEARCHER

MACHINE LEARNING AT BERKELEY (ML@B) UNDERGRADUATE RESEARCHER

January 2016 - December 2016 | Berkeley, CA

- Music recommendation using latent factor analysis and functional neural networks

UC BERKELEY SONGLAB

August 2015 - December 2015 | Berkeley, CA

- Applying machine learning to identify encrypted malware
- Polymorphic code analysis and detection of common encryption algorithms

UNDERGRADUATE RESEARCHER

PROJECTS/COMPETITIONS

UC BERKELEY STATISTICS DATAFEST

April 2016 | Python, Spark, R

- Applying ML and statistical models to predict and market TicketMaster data

BEST IN SHOW | OVERALL WINNER

SENTIMENT CHAT

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

- Natural language processing for analyzing message sentiments

CALHACKS 2015 | MOXTRA API WINNER

3D MODELING - MICROSOFT KINECT

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

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

3D IMAGE PROCESSING