

GEORGE HE

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github.com/georgehe4 ♦ georgehe.me

EDUCATION

University of California, Berkeley, CA
B.S. in Electrical Engineering and Computer Science

August 2014 – May 2018
CAA Leadership Scholar

Fremont High School, Sunnyvale, CA
GPA: (U/W) 4.00, (W) 4.8

August 2010 – June 2014
Valedictorian

RELEVANT COURSEWORK

Completed or Progressing Coursework

CS 61A Structure & Interpretation of Computer Programs
CS 163C Client Side Internet Technologies
AP Computer Science A

Expected Spring Coursework

EE16A Designing Informational Devices and Systems
CS 61B Data Structures and Advanced Programming
CS 70 Discrete Math and Probability
CS 9E Use of the Unix Environment

EXPERIENCE

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 and social media 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
- Multiple vision processing libraries and algorithms to aggregate different frames
- Programming C++ and OpenGL libraries to manipulate Kinect data

Lockheed Martin | LEAP Program / Mountain View, CA

October 2012 – May 2013

- Designing and testing projects in aerospace engineering
- Researching ballistic missile defense (BMD)

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

protypecount.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

Websites

<http://fremontdeca.com>

September 2013

<http://fremontrobotics.com>

January 2014

<http://tsinghuayouth.org>

June 2010

SKILLS

C++, Java, Python, C#, OpenGL, Unity, wxWidget, XSLT, Robot Framework, flask, RobotC, NXC,
HTML, CSS, Bootstrap, Javascript, jQuery, JSON, AJAX, AutoCAD

EXTRACURRICULARS

FIRST Robotics | Vice President, Head Programmer, Finance Lead

September 2010 – May 2014

- Development of robot through programming in Java and C++ using Netbeans and Eclipse
- Raised over \$40k over two years through development of sponsorships and business plan

DECA Business Organization | President, VP of Store Operations

September 2010 – May 2014

- International Top 10 Finalist in *Business Law and Ethics Team Decision – 2014*
- Coordinated and hosted International Entrepreneurship Development Conference with sister schools in Korea