GEORGE HE

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EDUCATION

University of California, Berkeley, CA (2017)   **August 2014 – Present**
B.S. Electrical Engineering & Computer Science | *GPA: 3.96*

RELEVANT COURSEWORK

Completed Coursework

Structure & Interpretation of Computer Programs
Data Structures and Advanced Programming
Discrete Math and Probability
Client Side Internet Technologies (Stanford)
Designing Informational Devices and Systems I

Expected Fall Coursework (2015)

Machine Structures
Introduction to Artificial Intelligence
Designing Information Devices and System II

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, preform runtime optimization, create backend server calls, UI design
- 4x runtime 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   *http://devpost.com/software/sentiment-chat*
- Deployed on Microsoft Azure using Python, d3js, and Moxtra

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 compute 3D environments from video   *github.com/Georgehe4/KinectProject*

EXTRACURRICULARS

Research – UC Berkeley – Cryptographic machine learning   **August 2015 - Present**
- Applications of AI on detecting encrypted malware

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 and validate submissions
- Contact professors and industry professionals for editing