

Haiwei Zhen

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OBJECTIVE

New grad looking for entry-level software engineer positions.

EDUCATION

University of California - Berkeley, CA

- B.S. in Electrical Engineering and Computer Science

07/2018 – Present

Intended Graduation: 05/2020

City College of San Francisco, CA

- A.S. in Computer Science

08/2015 – 06/2018

Relevant CS coursework:

CS61B: Data Structures and Algorithms, CS170: Efficient Algorithms, CS61C: Computer Architecture,
CS186: Database Systems, CS162: Operating Systems, CS61A: Structures and Interpretation of Computer Programs
CS168: Computer Networks (IP), CS161: Computer Security (IP), Data100: Data Science

EXPERIENCE

University of California - Berkeley

Academic Intern for CS61B: Data Structures and Algorithms

Berkeley, CA

01/2019 – present

- Help students solve coding problems in the lab
- Assist students in office hours with homework, and project debugging

City College of San Francisco

Computer Science Teaching Assistant

San Francisco, CA

01/2017 – 05/2018

- Assisted students with their lab work
- Graded homework and projects

San Francisco General Hospital

Patient Experience Ambassador

San Francisco, CA

01/2017 – 05/2018

- Assisted patients and helped radiology technicians with the exams.

PROJECTS

Event Search Recommendation | Side Project

The project allows users to query local events, favorite events and get recommended events.

- Developed an interactive web page (HTML/JavaScript) for users to query local events, update preference and view recommended events
- Created Java servlets with RESTful API to handle HTTP requests and responses
- Built MySQL database to store user preference and event information
- Designed a content-based recommendation algorithm to implement event recommendation
- Deployed server to Amazon EC2 to handle queries

The project runs on AWS. Demo website: <http://3.135.237.56/Jupiter/>

Amazons game | Java

Developed a board game to play with the different kinds of player: an automated player or a human player.

Implemented a minimax tree to find a win that is within 5 moves.

Graph | Java

Implemented the graph package and developed a Make client and a trip finder client.

SKILLS

Programming: Python, Java, C, C++, SQL, Go, JavaScript, HTML/CSS

Tools/Software: Git, IntelliJ, Visual Studio, Eclipse, MySQL, Word, Excel and PowerPoint