Jamie Ip

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Education

UC Berkeley *Berkeley, CA*

Bachelor of Arts in Computer Science, GPA: 4.0/4.0 *Expected Graduation: May 2022*

- **Honors:** Member, Upsilon Pi Epsilon
- **Coursework:** Artificial Intelligence, Data Structures, Efficient Algorithms, Operating Systems, Computer Architecture, Teaching Computer Science, Principles of Data Science, Ethics of Data Science, Discrete Mathematics and Probability Theory

Skills

Languages Python, Java, C, Unity (C#), Scheme, LaTeX

Graphic Design Photoshop, Gimp, Procreate

Experience

Goodly Labs *Berkeley, CA*

Software Engineering Intern *August 2020 - PRESENT*

- Validating and optimizing Public Editor, an open, independent nonprofit for identifying media misinformation utilizing collaborative annotation technology and independent volunteer editors
- Leading the Algorithms team of 6 undergraduates to test and improve the collective algorithms for quantifying article credibility

Center for Law, Energy & the Environment *Berkeley, CA*

Research Intern *August 2020 - December 2020*

- Analyzing 7000+ sources from the Web of Science related to research in the emerging multidisciplinary field of the environmental impact of the digital economy, visualizing major trends, focus areas, and future trajectories
- Extracting keywords from research abstracts and PDF files using natural language processing to develop interactive data visualizations of unstructured big data

Computer Science Mentors *Berkeley, CA*

Senior Content Mentor *September 2019 - PRESENT*

- Designing worksheets, teaching guides, Python files, new questions, and additional content for mentors and students in UC Berkeley's introductory computer science course, CS 61A
- Teaching students about Python, SQL, Scheme, and object-oriented programming in weekly small group sessions

Berkeley Institute for Data Science *Berkeley, CA*

Research Intern *September 2019 - August 2020*

- Investigated 200+ machine learning application papers from a wide variety of scientific disciplines, gathering, analyzing, and visualizing information on the reliability of research training data
- Wrote functions in Google Apps Script to consolidate agreement and organize our produced corpus of human-annotated data

Projects

Phlow

UC Berkeley Bear Jams Fall 2019, 1st Place

- Worked with four others to design a 2D endless runner snake game with original art and music
- Written in C#, designed in Unity

RageCage

Cal Hacks 5.0

- Collaboratively designed a Google Chrome browser extension that monitors writing tone on social media, emails, and online forums to warn its user in real time upon detecting excessive amounts of anger
- Written in HTML and CSS, utilizes the IBM Watson API for detecting and quantifying emotions

Reinforcement Learning

- Implemented backend code for value iteration and Q-learning algorithms used by self-learning Crawler and Pacman AI agents, simulating the world as an unknown Markov Decision Process
- Written in Python using no external AI libraries