

Kehan Wang

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Familiar with C/C++, Java, Python, SQL, AWS, Docker, Swift, React Native, DSP.
Have experience with JavaScript, HTML, Raspberry Pi.

EDUCATION

Bachelor of Arts, Computer Science

University of California, Berkeley
Sophomore, Spring 2021
GPA: 3.9

EXPERIENCE

Mobile App Developer

California PATH
Berkeley, CA
Jun 2018 – Present

- Our App, *PathTransit*, is a public transit app that supports ticket purchasing and bus-user location matching for transit services, e.g. BART, AC Transit.
- Backend Flask APIs scrape real-time transit info, provide stops and lines info, and match users to their buses based on real-time locations. All info saved and queried from SQL database.
- Frontend displays nearing bus stops, lines and buses/trains ETA, and the user can purchase a ticket, board the bus to be matched, and receive mileage awards. Written in React-native.

Backend Software Developer

SF-17
Berkeley, CA
Feb 2018 – May 2018

- Developed a scalable backend for increasing data needs from machine learning of how different AIDS patients react to different medical treatments.
- Implemented a cluster of Docker containers to handle large uploads so that data can be compressed and provisioned using Airflow.

Lab Assistant

UC Berkeley
Berkeley, CA
Jan 2018 – Present

- Have lab assisted both EE16A and EE16B: Designing Information Devices & Systems I/II.
- Help students with lab work such as debugging breadboard circuits and understanding material.
- Quiz students based on the lab's content.

HONORS and PROJECTS

1st Place Winner

Cal Hacks 5.0
Nov 2018

- Calhacks 5.0 is a 36-hour hackathon with ~2000 hackers, ~250 teams from all over the world.
- Built *NavAR*, an App of indoor navigation with AR. It highlights a path to the user's destination in camera.
- Accurate indoor navigation has never been achieved before but we did it.

FlyBoy VR

github.com/Jason-Khan/flyboy
Apr 2018

- A virtual reality game that mimics the Iron Man.
- The users use their hands to control thrusters and fly around the map to collect coins.
- Created during SodaHacks VR Hackathon using Oculus Rift and Unity

LEADERSHIP

President of the Student Union

Oct 2015 – Jun 2016

CLASSES TAKEN

- CS 170: Efficient Algorithms and Intractable Problems
- CS 186: Database Systems
- CS 161: Computer Security
- CS 61B: Data Structures
- CS 61C: Computer Architecture
- EE 120: Signals and Systems
- EE 123: Digital Signal Processing
- EE 16A & EE 16B
- CS 70
- CS 61A