

# Junxuan He

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## Education

**University of California, Berkeley - Berkeley, California**  
**Major:** Cognitive Science, Current

**Graduation Date:** May 2019  
**Concentration:** Computer Science & AI

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## Previous Experiences/ Internships

**Software Engineering Intern, Advanced Micro Devices (AMD) - Santa Clara, CA (May - Aug 2018)**

- Developed a statistical model that can detect anomalies within the frame times of a GPU test, and also rank the most significant frames for draw call trace analysis.

**Mobile AR Developer, VR@Berkeley -Berkeley, CA (Sep 2017 - May 2018)**

- Research, development, and implementation of AR-driven textbooks that allow for detailed illustrations, and scientific models such as atoms.
- Development of AR-based 3D CAS genes for the CRISPR gene editing project.
- Worked with target image tracking through Unity and Vuforia by using 2D planes to prop up 3D models.

**Software Engineering Intern, Advanced Micro Devices (AMD) - Sunnyvale, CA (Jun - Aug 2017)**

- Created an auto-report program through Microsoft's .Net framework to streamline the flow of data between different departments and teams.
- Worked on an auto-analysis program to parse through massive amounts of performance data and find specific trends and outliers, and generate a visual for those values.
- Implemented Perl automation scripts to test and benchmark GPUs for upcoming video games titles.
- Conducted tests on driver optimizations.
- Debugged and built computer systems from components.
- Developed an HTML interpreter while integrating data from separate files and file-types such as .xlsx and graphical images.

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**Programming/Scripting Languages:** Java, C#, Perl, C/C++, Python, JavaScript

**Other Proficiencies:** Microsoft Office, Visual Studios, Windows OS, .Net Core, Unity, HTML, CSS, MySQL, Bootstrap, JQuery, Angular 7, MongoDB, TensorFlow