

LARYN QI

(925) 336-1528 • LARYNQI@BERKELEY.EDU • LINKEDIN.COM/IN/LARYNQI • GITHUB.COM/LARYNQI • LARYNQI.GITHUB.IO

EDUCATION

University of California, Berkeley Class of 2023

GPA: 3.811/4.0

B.A. Computer Science & Music

Relevant Coursework: Data Structures & Algorithms · Computer Architecture (Machine Structures) · VR Development
Designing Info Devices & Systems · Sound & Music Computing · Discrete Mathematics & Probability

Foothill High School Class of 2019

GPA: 4.24/4.0 | SAT: 1580/1600

Awards & Honors: National AP Scholar · Foothill Engineering Academy Award · President's Volunteer Service Award - Gold/Bronze

EXPERIENCE

UC Berkeley EECS Course Staff | Berkeley, CA

January 2020 - Present

CS61A Undergraduate Student Instructor (Summer 2020) · Outstanding Academic Intern (Spring 2020)

- Holding weekly discussions and office hours and managing Piazza forum for introductory CS class of 700+ students (1400+ in SP20)
- Developing and maintaining course software/infrastructure, writing exam questions, managing course website
- Teach CS fundamentals: recursion, abstraction, trees, OOP, linked lists, efficiency, REPL/interpreters, macros (Python | Scheme | SQL)

AFX Tech Committee | Berkeley, CA

September 2019 - Present

Project Lead

- Developing a music manipulation and player [app](#) for UC Berkeley dance organization of over 800 members (Android, React Native)
- Using Android's MediaPlayer API to read, navigate, loop, edit and visualize any song while communicating with the app's website
- Familiarizing new team members with version control, code structure, workflow, and agile development cycle
- Lead bug fixing process by reviewing code and maintaining clear and detailed documentation for future club members

Extended Reality at Berkeley | Berkeley, CA

January 2020 - Present

Virtual/Augmented Reality Course Instructor

- Facilitating student-taught XR course by giving lectures, developing content, grading homeworks, supervising labs, and managing Piazza
- Introducing 30+ students to XR design principles through hands-on development via HW's, labs, and a final project
- Holding technical workshops to onboard new club members and get them up to speed on XR, Unity, and C#

Computer Science Mentors | Berkeley, CA

January 2020 - Present

CS61A/B Mentor

- In charge of leading weekly mentoring sections for students in Berkeley's introductory CS classes (SICP, Data Structures & Algorithms)
- Preparing lessons/worksheets, delivering mini-lectures, going over problems, and hosting review sessions on core CS topics

Code in Place | Stanford, CA

April - May 2020

CS106A Section Leader

- Part of a teaching team for Code in Place, offered by Stanford during the COVID-19 pandemic, with 10,000 global students and 900 volunteer teachers participating from around the world
- Prepared and taught a weekly discussion section of 10-12 students to supplement professors' lectures in a 5-week online Python programming course based on material from the first half of Stanford's introductory programming course, CS106A

PROJECTS

Robot Open Autonomous Racing (ROAR) | Berkeley, CA

October 2020 - Present

Undergraduate Researcher

- Working under Dr. Allen Yang to simulate an autonomous racecar using CARLA as a software developer on the Map Making team
- Processing and cleaning pointcloud map data of Berkeley and porting map mesh to Unreal Engine

uMaps | Stanford, CA

February - May 2020

Backend Software Developer

- Indoor mapping iOS app with multi-floor and disability/accessibility capability designed to help students navigate to rooms in buildings
- Implemented an object-oriented approach to handling building/floor plan data and used the A* algorithm to efficiently find paths
- Stack: Swift · Google Maps API · Firebase · Python

COSMOS | San Diego, CA

July 2017 - August 2017

Music and Technology Research Fellow

Awards & Honors: Best Biomechanical App

- Studied and worked on a project under the mentorship of UCSD PhD Professor of Computer Music Shlomo Dubnov
- Combined software and hardware in an embedded electronics project to make the Hand Jammer, a portable glove that allowed the wearer to emulate the sound and feel of playing a real drum set at the press or bend of a finger

SKILLS

Proficient: Python · Java · Android Studio · Unity + C# · HTML/CSS · Git · Unix · Scheme · Max

Familiar: C · React Native · JavaScript · Flask · MongoDB · Firebase · SQL · NumPy · pandas · Selenium · Heroku · Circuits

Other: LaTeX · Mandarin (conversational) · French (conversational)