LARYN QI

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EDUCATION

University of California, Berkeley **GPA: 3.841/4.0**

B.A. Computer Science, B.A. Music | Upsilon Pi Epsilon (CS Honor Society) Class of 2023

Relevant Coursework: Data Structures · Algorithms · Operating Systems · Computer Architecture · Computer Security · Data Science · VR Development · Linear Algebra & Circuits · Discrete Mathematics & Probability · Machine Learning for Music

EXPERIENCE

Amazon **Seattle, WA**

Software Development Engineer Intern, L4 (Threat Intelligence) *May 2021 - August 2021*

- Created an intelligence collection service to improve threat discoverability and Analyst efficiency via instantaneous search with Big Data
- Utilized serverless AWS infrastructure to support a highly scalable, cost-efficient, fault-tolerant, easily extensible, and secure architecture

UC Berkeley EECS Course Staff **Berkeley, CA**

CS61A TA/uGSI · CS61A Tutor · Outstanding CS61A Academic Intern *January 2020 - Present*

- Holding weekly discussions, labs, and office hours & answering Piazza questions for introductory CS class of 2000 students
- Maintaining course software & infrastructure, reviewing content, developing/proctoring exams, managing course website
- Teach CS fundamentals: abstraction, recursion, trees, OOP, linked lists, complexity, REPL/interpreters, macros (Python · Scheme · SQL)

Codebase **Berkeley, CA**

Software Developer *February 2021 - Present*

- Built standalone web app for Relativity Space to visualize real-time time-series data streaming from sensors on rockets into InfluxDB
- Full-stack: API endpoints, sockets, React dashboard, D3 graphs with custom absolute and relative timeranges & multiple data streams
- Emphasized improved client and server performance over Grafana through backend data caching and shared global state in frontend

AFX Tech Committee **Berkeley, CA**

Project Lead *September 2019 - May 2021*

- Developing a music manipulation and player app for UC Berkeley dance organization of over 800 members (Android, React Native)
- Using Android's MusicPlayer 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 & detailed documentation for future club members

Extended Reality at Berkeley **Berkeley, CA**

Virtual/Augmented Reality Course Instructor *January 2020 - May 2021*

- Facilitating student-taught XR course by giving lectures, developing content, grading homeworks, supervising labs, and managing Piazza
- Holding technical workshops to onboard new club members and get them up to speed on XR, Unity, and C#

Computer Science Mentors **Berkeley, CA**

CS61A/B Mentor *January 2020 - Present*

- 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**

CS106A Section Leader *Spring 2020, Spring 2021*

- 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

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Software Developer *July 2020 - Present*

- A lightweight Python client for students to autograde and debug their Python, Scheme, and SQL code during virtual discussion sections
- Currently being used by 330+ Berkeley intro CS students through Computer Science Mentors, a teaching organization at UC Berkeley

Robot Open Autonomous Racing (ROAR)

Undergraduate Researcher *October 2020 - December 2020*

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

SKILLS

Languages: Python · Java · SQLite · C · Go · React · JavaScript · TypeScript · HTML/CSS · Max/MSP · Assembly Language · Scheme
Tools: Git · AWS · Unix · Android Studio · Unity · Express · InfluxDB · Heroku · Flask · pandas · NumPy · Matplotlib · Unreal · Maya
Other: LaTeX · Mandarin (conversational) · French (conversational)