

# LARYN QI

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## EDUCATION

### University of California, Berkeley Class of 2023

B.A. Computer Science & Music

GPA: 3.757/4.0

*Relevant Coursework:* Data Structures & Algorithms | Intro to Computer Programs | Designing Information Devices and Systems I + II | Virtual Reality Development

### 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 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 course software/infrastructure, writing exam questions, maintaining course website
- Teach CS fundamentals: recursion, abstraction, trees, OOP, linked lists, efficiency, REPL, basic databases (Python | Scheme | SQL)

### AFX Tech Committee | Berkeley, CA

September 2019 - Present

*Assistant Project Lead & Software Developer (Android)*

- Currently developing a music manipulation and player [app](#) for UC Berkeley dance organization of over 800 members
- 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
- Leading 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 Reality Course Facilitator/Instructor*

- Facilitating student-taught VR course by giving lectures, grading homeworks, supervising labs, and answering questions on Piazza
- Introducing 30+ students to VR 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 VR, Unity, and C#

### Code in Place | Stanford, CA

April 2020 - Present

*CS106A Section Leader*

- Part of a teaching team for Code in Place, offered by Stanford during 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

### Computer Science Mentors | Berkeley, CA

January 2020 - Present

*CS61A Mentor*

- In charge of leading a small weekly mentoring section for students in Berkeley's introductory CS class (Python | Scheme | SQL)
- Preparing lessons/worksheets, delivering mini-lectures, going over problems, and hosting review sessions on core CS topics

## PROJECTS

### uMaps | Stanford, CA

February 2020 - Present

*Backend Software Developer*

- Indoor mapping iOS app with multi-floor and accessibility capability designed to help students navigate to rooms within buildings
- Implementing a object-oriented approach to handling building/floor plan data and using the A\* algorithm to efficiently find paths
- Stack: Swift | Google Maps API | FirebaseDB | Python

### AutoNotes | Berkeley, CA

October 2019 - January 2020

*Full Stack Developer*

- A website that streamlines the learning process by generating filtered and formatted notes from any video or audio lecture
- Stack: HTML/CSS | Flask | Google Cloud Speech-to-Text API | FFmpeg | 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# · Git · Scheme · Unix

*Familiar:* HTML/CSS · SQL · Flask · MongoDB · FirebaseDB · NumPy · Selenium · Circuits

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