

LARYN QI

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EDUCATION

University of California, Berkeley Class of 2023

B.A. Computer Science & Music

GPA: 3.667/4.0

Relevant Coursework: Data Structures & Algorithms (CS61B) | Intro to Computer Programs (CS61A) | Designing Information Devices and Systems I + II (EECS16A/B) | Virtual Reality Development (CS198-808)

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

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, testing, and editing other team members' code before it enters the codebase
- 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

- 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

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

UC Berkeley Course Staff | Berkeley, CA

January 2020 - Present

CS61A Academic Intern

- Holding weekly office hours for introductory CS class of 1400+ students to help on homeworks, labs, projects, and exam prep
- Teach CS fundamentals: recursion, abstraction, trees, OOP, linked lists, efficiency, REPL, basic databases (Python | Scheme | SQL)

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-charger-powered 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 • IntelliJ • Unity + C# • Git • Scheme • Circuits • Unix

Familiar: SQL • Flask • FirebaseDB • NumPy • Selenium • Bukkit/Spigot • Arduino

Other: Mandarin (conversational) • French (basic)