

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

Class of 2023

Relevant Coursework: Data Structures & Algorithms · Computer Architecture · Computer Security · Data Science · VR Development

Linear Algebra & Circuits · Discrete Math & Probability · Machine Learning for Music · Sound & Music Computing

EXPERIENCE

Amazon

Seattle, WA

Software Development Engineering Intern, L4 (Threat Intelligence)

May 2021 - Present

- Creating an intelligence collection service to improve threat discoverability and Analyst efficiency via instantaneous Big Data searching
- Utilizing 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 & office hours and answering Piazza questions for introductory CS class of 1000+ students
- Developing and maintaining course software/infrastructure, reviewing content, developing/proctoring exams, managing course website
- Teach CS fundamentals: recursion, abstraction, 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 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

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

[ok-disc](#)

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 · Unix · Android Studio · Unity · Express · InfluxDB · Heroku · Flask · pandas · NumPy · Matplotlib · Unreal · Maya

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