Stephen Fang

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EDUCATION

University of California, Berkeley **Berkeley, CA**
Major: Computer Science & Applied Mathematics Expected 2017

- **GPA:** 3.7 / 4.0 **(Honors to Date Notation Spring 2014)**
- **Relevant Coursework:** Data Structure and Algorithms, Machine Structures,**,** Numerical Analysis, Linear Algebra, Multivariable Calculus, Discrete Mathematics and Probability Theory, Artificial Intelligence, Efficient Algorithms and Intractable Problems;
- **Programming Languages:** Proficient in Python, Java, C/C++, HTML, JavaScript/CoffeeScript;
- **Technologies:** Proficient in Linux/Unix, Git/Svn, Hadoop, MapReduce, Spark, Hive, Meteor;

WORK & LEADERSHIP EXPERIENCE

Sony Network Entertainment International – Play Station Network **San Francisco, CA**
Software Engineering Intern – Account Registration and Management June 2015 – Aug 2015

- Develop an input tool to simulate the process of typing words on the on-screen keyboard using Dijkstra's algorithm for Registration and Account Management Service Team.
- Implement a GUI tool with tkinter framework to connect the PS4 and PC for remote control such as rebooting the PS4, taking screenshot in PS4 and changing the developer settings.
- Implement an API to connect between a selenium webdriver and PS4 console to transport the tests suites for Account Management and Registration service into an automation system.

EECS Deparment, Berkeley **Berkeley, CA**
Research Assistant – PeerLibrary (https://github.com/peerlibrary) Jan 2015 – Present

- Collaborating with a professor and graduate students in the UC Berkeley EECS Department to develop an open source project called PeerLibrary.
- Research on user interface and data abstraction, and focuses on user acquisition and database development for the PeerLibrary community. (Coded in Meteor)

PROJECT EXPERIENCE

Graph API

- Graph API is a standard Java library that provides various methods and classes that help users to implement graphs. In this package we cover the basics of Graph Theory by providing useful helper functions and important algorithms.
- The two clients package: graph and make are built to complete the function of searching the shortest paths between cities and cities when data are given. For this API, A* search, BFS, DFS are all implemented.

KJumping Game

- The KJumpingCube game is a simple two-person board game. This game allows you to play against allowing a user to play against a computer or against another person, or to allow the computer to play itself. The major part of this game is the AI algorithm that is able to think 3-9 steps ahead of human beings using the red black tree cutoff.

ORGANIZATIONS & CERTIFICATES

Organizations: UPE Computer Science Honor Society, Berkeley Investment Club, Hackers@Berkeley
Certificate of Distinction – American Mathematics Competitions (Global Top 5%)
Certificate of Participation – American Invitational Mathematics Examination
Meritorious Prize (Third Prize) – High School Mathematical Contest in Modeling