

Phillip Ly

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EDUCATION

University of California, Berkeley

Berkeley, CA

Bachelor of Arts in Economics, Minor in Data Science

Aug. 2019 – Dec. 2021

Coursework: Full-Stack Development, User Interface Design and Development, Data Structures, Efficient Algorithms, Computer Architecture, Databases, Data Science, Discrete Math, Statistics/Probability, Calculus, Linear Algebra, Econometrics

XXX College

Aug. 2016 – May 2019

EXPERIENCE

XXX Academic Intern

Sept 2021 – Dec 2021

University of California, Berkeley

Berkeley, CA

- Advised a teaching forum with 500+ students advice on projects and labs concerning data collection, sampling, data modeling, and techniques for scalable data processing
- Assisted students with data visualization tools and bugs on Jupyter Python/Pandas environment
- Hosted discussion groups on data science concepts, Python programming concepts, SQL, Pandas, and data visualization libraries to strengthen student understanding

PROJECTS

Calcipes | *MySQL, SASS, React, React-Router, React-Bootstrap* | [Link](#)

Nov 2022 – Present

- Designed and developed a web application that allows users to browse and add various recipes
- Leveraged pagination for improved structuring of pages and improvement of page load times by over 50%
- Incorporated multi-page navigation and optimized scalability of routes through dynamic routing
- Created a user-profile structure using Auth0 and MySQL to manage and handle all CRUD transactions

Hiking Trail Finder | *MongoDB, Express, React, Node, MaterialUI* | [Link](#)

Feb 2022 - April 2022

- Developed a web application on a MERN stack that allows users to find hiking trails near their location
- Integrated interactive map UI with Google Maps API to fetch trail/weather API data based on user location
- Optimized user experience by clustering trails with location auto-complete and filtering trails based on distance
- Utilized flexible functionality of Auth0 to authenticate sessions and securely access user data
- Created and consumed REST APIs for storage of user-favorited hikes using Node.js and NoSQL document store

BYOW (Build Your Own World) | *Java, Git* | [Link](#)

March 2021 - April 2021

- Created a dungeon-based game wherein the player must navigate a randomly-generated maze and collect flowers
- Utilized object oriented programming to track room coordinate position, width, and height to prevent room collision and rendering of tiles over another room
- Optimized efficiency for connecting rooms through concepts of Dijkstra's algorithm for minimum distance

Gitlet | *Java, Git* | [Link](#)

Feb 2021 - Aug 2021

- Implemented a custom version control system that mimics Git's storage system, with features such as adding and removing files, tracking and committing file changes, merging, branching and displaying status
- Integrated various data structures enabling efficient search and runtime
- Utilized deterministic data structures for maintaining persistence of object information storage and commit order

TECHNICAL SKILLS

Languages: HTML/CSS, Java, Python, SQL, JavaScript, R

Frameworks/Databases: React, React-Router, MaterialUI, Bootstrap, Node.js, MongoDB, MySQL, Seaborn

Developer Tools: Git, Visual Studio, IntelliJ, Vercel, Figma, Postman

ACTIVITIES

XXX at UC Berkeley

Sept 2020 – May 2021

Public Relations Chair

Berkeley, CA

- Planned interclub service events, welcome week activities and an alumni panel resulting in 20+ new members
- Raised over \$150 for charity by organizing virtual services events for cancer patients