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Sidney Oderberg

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Education

Champaign, IL

University of Illinois, Urbana-Champaign

August 2017 – Dec 2018

- Professional Master's in Computer Science, Expected December 2018
- Notable Courses: Machine Learning in Signal Processing (currently enrolled); Computer Graphics (currently enrolled); Wireless Networks (currently enrolled)

Berkeley, CA

University of California, Berkeley

August 2013 - May 2017

- B.A. in Computer Science, May 2017
- GPA: 3.8, Honors: Dean's List, UPE (computer science honor's society)
- Notable Courses: Efficient Algorithms and Intractable Problems; Artificial Intelligence; Databases;
 Machine Learning; Web Design; Operating Systems; Internet Architecture; Computer Security

Experience

Web Developing Intern

TechEmpower

El Segundo, CA, May 2016-August 2016

- Developed a React front-end for a community-based movie reviewing web-app
- This involved handling user registration/logging in, forms/buttons for interactivity, pages with nested reviews and comments, and utilizing multiple APIs for hitting the back-end and other online sources
- I followed the Single Page Application paradigm and loosely based my architecture on the Flux design
- Gave a company-wide presentation of my app front-end and discussed the topics in my report on React

Software Developing Intern

Lieberman Software Corporation

Los Angeles, CA, June 2015-August 2015

- Built modules for Enterprise Random Password Management using the API's of Microsoft Azure and Salesforce to manage user credentials
- Learned about and applied security and web protocols such as OAuth2 and JSON
- Worked with the intern team to create an SDK document detailing how to create these modules

Undergraduate Researcher

Neural Theory of Language Research
Group

Berkeley, CA, Feb 2016 – May 2017

- This research group at the International Computer Science Institute studies and develops methods for understanding natural language to improve task-oriented human communication with robots
- I learned about and used Kaldi, an open-source toolkit that uses machine learning to recognize speech
- Contributed to a paper about using construction grammar to solve the Winograd challenge

Projects

- I created a web app called Ambient at HackTech 2016 (hackathon); it plays relaxing background music and displays nice pictures based on the theme selected by the user; can be found on my website
- I used machine learning techniques such as Neural Nets, SVMs, Multivariate Gaussians to classify handwritten digits and ham vs. spam emails, and got accuracies between 85% and 97%
- I built a semi-autonomous self-driving robot car that responded to the presence of a hand on top of it

Technical Skills

- Programming Languages: Python, Java, C, C#, SQL, HTML, CSS, Javascript, JQuery, React
- Software: Git, Microsoft Word/Excel/PowerPoint/Visual Studio, Autodesk Fusion 360 (3D modeling)
- OS: Most experienced with Windows, some familiarity with Linux/Ubuntu/Unix