Anastasia Vela

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Education

UNIVERSITY OF CALIFORNIA, BERKELEY **BERKELEY, CA**

· *B.A.* Computer Science *GPA*: 3.54 *Class of 2020*

· *Relevant coursework:* Data Structures · Designing Information Devices and Systems I/II · Discrete Mathematics and Probability Theory · Introduction to Artificial Intelligence · Efficient Algorithms and Intractable Problems

Professional Experience

STUDENT AFFAIRS INFORMATION TECHNOLOGIES **BERKELEY, CA**

TECHNOLOGY CONSULTANT AUG 2017 – CURRENT

· Protect students' personal information by supporting devices' security and resolving software-related issues

· Provide technical support to students by offering hardware replacements and malware prevention/removal

· Document troubleshooting steps and strategies in coordination with other Technology Consultants

Projects

BEAR NECESSITIES DEC 2017 - CURRENT

CO-LEAD APP DEVELOPER

An app that maps neighboring locations with public access to basic amenities such as Wi-Fi, bathrooms, and electricity

· Transmit data from Yelp's Search API using Volley to generate a list of 15 closest open businesses to any location

· Request permission to access user's Network Provider's location to mark locations on a map with Google Maps API

· Populated mLab database with collective data to determine the availability of basic amenities provided at businesses

ANGRY CARTELS MAY 2017 - CURRENT

BACKEND DEVELOPER

Multiplayer web app based on popular Hasbro board game Monopoly and Deviant artist Jonizaak's Ultimate Monopoly

· Develop a Breadth-First Search Algorithm for finding the shortest path to a specified location when advancing player

· Structure game play using Javascript to ensure proper player movement and record accurate board changes

· Responsible for maintaining the board manager to direct players to the correct location on the board

SPOT-THE-FUTURE NOV 2017 – DEC 2017

DATA SCIENTIST

Statistical research on current Billboard's Top 100 songs to predict what song will rank number one the following year

· Performed K-means clustering to predict the #1 song of 2017 which was least variant from top 100 songs of 2016

· Utilized Spotipy, a python library for Spotify Web API, to collect characteristics of top 100 songs for years 2012-2016

· Used linear regression models to track how the energy and optimism levels of the song decreased across the years

KOKORAWR NOV 2017

CO-LEAD DEVELOPER

Entertainment app in which teams simultaneously play a series of multi-player games like Tic Tac Toe and Connect 4

· Utilized StdLib's serverless web functions to create a service that translates Slack commands to actions in a game

· Scripted web view using HTML Canvas to draw boards and tokens which updated through HTTP service requests

· Stored each game's board state and each team's score in StdLib's key-value storage service to track

· Won StdLib Sponsored Prize and best Made My Day hack at HackPrinceton Fall 2017

Technical Skills

· **PROGRAMMING LANGUAGES:** Python, Java, C, HTML, JavaScript, CSS, SQL

· **SOFTWARE/LIBRARIES**: Git, Flask, StdLib, API, mLab, Android Volley, Selenium, SMTP

· **INTERESTS**: Korean culture, marathon/trail running