

KATE SHIJIE XU

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EDUCATION

University of California, Berkeley

August 2015 - May 2019

- B.A. in Computer Science and Operational Research & Management Science (GPA: 3.86)
- Recipient of Certificate in Entrepreneurship & Technology
- Member of *Upsilon Pi Epsilon*, a CS Honor Society

COURSES TAKEN

- | | | |
|----------------------------|---------------------------|-------------------------|
| • Algorithms (In Progress) | • Machine Structures | • Data Science |
| • Security (In Progress) | • Web Design/Development | • Microeconomics Theory |
| • Data Structures | • Artificial Intelligence | • Game Theory |

WORK EXPERIENCE

Web Developer, Haas School of Business, Berkeley, CA

August 2017 - Present

- Worked in a team to design and develop a platform to host business simulation games with MEAN stack
- Developed apps/tools using Google Apps API to automate tasks and improve efficiency

Backend Software Engineering Intern, eBay Inc., San Jose, CA

June 2017 - August 2017

- Designed and developed 2 web based data visualization and data analytics dashboards that provided insights to drive business decisions (Play, Java Hibernate, MySQL, AngularJS, and HighCharts.js)

PROJECTS

“Encrypted Dropbox”, CS 161 Security

October 2017

- Designed and implemented a secure file storing and sharing system that ensures confidentiality, integrity, and authenticity of the data transacted between different users. Project written in Go

Locate the Image, CalHacks 4.0

October 2017 - Present

- A web app that automatically determines the locations of where images were taken, so that users can upload pictures to the app and pinpoint the places that they've visited
- Managed team and led project development; Designed app workflow, identified libraries and frameworks, implemented backend app server (Node.js, Angular 4, Google Cloud Vision API, Google Maps API)

Kindred Spirits, 1st place winner at AT&T VR/AR Hackathon

May 2017

- A VR web app that enables meditators to visualize their concentration levels through visual and auditory cues
- Worked on front-end user interface and user experience (D3.js, A-Frame, Maya)

SPOT, Data-X Final Project

May 2017

- A web app that automatically generates tags for a given pre-recorded or live-streaming video
- Designed and implemented front-end (Flask, Bootstrap, Javascript)
- Researched and helped integrate backend machine learning frameworks (ClarifiAI API, Tensorflow, Scikit-Learn)

myTetris, Personal Entertainment, An implementation of my favorite game in Java

November 2016

EXTRACURRICULARS

Vice President of Finance, FEM Tech @ Berkeley

January 2016 - Present

- Organized weekly speaker events to empower women in tech and coding workshops to teach web development
- Tracked club's finances; Applied for grants and held crowdfunding campaigns/fundraisers to fundraise for club

BerkeleyTime Team, Berkeley ASUC OCTO

September 2017 - Present

- Worked on front-end user interface for class scheduler web app using Django and Vanilla JS

CS61B (Data Structures) Lab Assistant, UC Berkeley EECS Department

January 2017 - May 2017

- Taught students conceptual topics such as data structures, object-oriented programming, and complexity
- Assisted students with testing their programs, debugging with an IDE (IntelliJ), and using Git for version control

SKILLS

- **Programming:** Java, C, Python, Javascript, Go, HTML, Less/CSS, SQL
- **Softwares:** Adobe Photoshop & Illustrator; Microsoft Word & Excel; Unity; InvisionApp; LaTeX; WordPress