

## Education

### University of California, Berkeley

Bachelor of Science, Electrical Engineering and Computer Science expected Fall 2015  
GPA: 3.19

## Related Coursework

### University of California, Berkeley

- The Structure and Interpretation of Computer Programs Fall 2012
  - Built an interpreter for the Scheme language
- Data Structures Spring 2013
  - Implemented an AI for a game using alpha-beta pruning
- Machine Structures Spring 2014
  - Implemented MapReduce on Amazon EC2 servers
  - Parallelized using a variety of optimization methods
  - Designed a 2-stage pipelined processor in Logisim
- Discrete Mathematics and Probability Theory Spring 2014
- Efficient Algorithms and Intractable Problems Fall 2014
- Computer Graphics Fall 2014
  - Created a ray tracer using C++, optimized using multi-threading and SSE intrinsics
- Computer Security Fall 2014
  - Implemented rainbow tables to crack AES hashes
  - Implemented a simplified version of the SSL handshake
- Programming Languages and Compilers Spring 2015
  - Creating a program that parses and converts a python dialect to another language
- Artificial Intelligence Spring 2015
  - Implementing various AI and machine learning concepts to small projects
- Software Engineering Spring 2015
  - Creating a web application for a client that acts as an online newsroom

## Experience

### Programming/Markup

- Proficient in: C, C++, Python
- Some experience: HTML, CSS, JavaScript, Java, LaTeX, MIPS, Ruby on Rails
- Familiarity with: MATLAB, Objective-C, Scheme, x86

### Software

- AutoCAD: created 2D engineering drawings in first-angle projection
- Adobe Photoshop, Illustrator, & InDesign: created a presentation of a house with complex entourage
- Logisim: Used to simulate digital logic circuits
- Multisim: Used for circuit design and analysis
- Rhinoceros: Created a 3D model of a case study house

## Activities

### Academic

- PREP: Pre-engineering program, intensive preparation for calculus and physics Fall 2012
- Lab assistant for CS 61A, UCB's introductory computer science course Summer 2014
- Designing a web interface for research and development group GamesCrafters Spring 2015

### Skills/Interests

- Personal website - jting.me | Mirror if down: vigenere36.bitbucket.org
- Enjoy programming challenges from various websites, including Project Euler (number theory)
- Various personal projects from hackathons and free time (details in website)
- 5+ years experience in martial arts, including Karate, Taekwondo, and Wushu
- 4+ years experience in piano, recently continued and practice in free time