

DERRICK CUI

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EDUCATION

University of California, Berkeley.

Expected Graduation May 2025

- *Intended* Pre-Haas/Computer Science Double Major
- **Current Activities:** Quantum Computing at Berkeley member, NextGen Consulting (Senior Analyst), Business Review at Berkeley (Senior Columnist), Undergraduate Economics Association Academic Affairs member, Blue and Gold Yearbook Writer, E-Sports Centre Staff, E-Sports Overwatch "Blue" team Tank player

Bayview Secondary School, Richmond Hill, Ontario.

2017-2021

- GPA 4.11, IB program Diploma 42/45, SAT 1510
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EXPERIENCE

Comstruct (Startup)

(Remote)

Front-end Developer.

December 2021- Present

- Building an API-based order purchasing and tracking app for construction companies to create the first digital construction material purchasing app in Germany.
- Using Flutter (Dart) and Bloc state management to integrate API data into the app's status and widgets
- Using project management tools like Atlassian, BitBucket, and Confluence to delegate tasks, review code, and manage deadlines.

Next Gen Consulting

Berkeley, CA

Senior Analyst

September 2021- Present

- Consulting for Sephora to identify and analyze up and coming retail industry trends centred around new technology like VR, AR, social commerce, and omnichannel selling in order to create actionable recommendations
- Previously consulted for Lattice, a people management platform company, collecting and analyzing key metrics breaking down regional competitors and partners across the EMEA, APAC, and LATAM regions
- Synthesizing findings through slide decks and reports

Business Review at Berkeley

Berkeley, CA

Senior Columnist of Economics

January 2022- Present

- Tasked with running the economics column meetings, editing columnist articles, and organizing professional development events like writing workshops.

Economics Department Writer

September 2021- December 2021

- Writing economics articles analyzing economic trends, like analyzing the video game pricing mechanism, the empirical evolution in economic research, and the impact of Biden's stimulus packages on decarbonization
- Collected and synthesized secondary research by analyzing data and opinions from leading publications like the Economist, Wall Street Journal, the New York Times, World Bank, IMF.

Quantum Computing at Berkeley

General Member

February 2021- Present

- Learning the theory and math behind various quantum computing ideas, like qubits and algorithms

Undergraduate Economics Association

Academic Affairs member

January 2021- Present

- Discuss and analyze economic issues through debates, discussions, presentation,

Blue and Gold Yearbook

Copy Section Writer

January 2021- Present

- Planning, Interviewing, and writing about events happening across the Berkeley campus

E-Sports Centre Staff

E-Sports Staff

January 2021- Present

- Working at the E-sports center at UC Berkeley to register new members, facilitate gaming tournaments, organize prizes, clean the equipment, download games, fix buggy equipment, organize inventory, and oversee proper functionality of tens of thousands of dollars worth of gaming PC's and peripherals.

Overwatch E-sports

"Blue" team tank player

September 2021- Present

- Competing in weekly Overwatch tournaments as a flex-tank player with specialties in Reinhardt, Sigma, and Orisa.
- Creating and implementing strategies and communications to improve team synergies

PROJECTS

- East West Bank Digital Banking Growth Plan,** November 2021
- Developed customer acquisition and growth plans for East West Bank to better target international students.
 - Created a slide deck recommending partnerships with on-campus organizations, tailored cash-back programs, cross-selling strategies, and improving marketing focus
- Impact of COVID on the Labor Market, DSS Datathon** October 2021
- Analyzed the impact of COVID on the US Labor Market using DeepNote with data from the World Bank
 - Created graphs and regressions comparing the vaccination rate and death rate to the unemployment and labor participation rates for all US states
- Mintal Sleep Tracker Product & Promotion Strategy, Baidu Case Comp** November 2021
- Developed new products and promotion strategies for Mintal Sleep Tracker, a sleep-quality tracking app
 - Created a slide deck recommending gamification for use, integrating a period tracker, app personalization, and promotional strategies such as in-person booths at large public events and a referral program
- Ataxx Game and AI, CS 61b (Data Structures)** March 2022 - April 2022
- Designed and coded a the game 'Ataxx' using OOP and the AI using OOP and alpha-beta pruning of a minmax algorithm
 - Used Java to implement logic as well as writing unit and acceptance tests and documentation
- Engima, CS 61b (Data Structures)** February 2022 - March 2022
- Designed and coded the Enigma machine used in WW2 through OOP and class structures
 - Used Java to implement logic as well as writing unit and acceptance tests and documentation
- Autocorrected Typing Software, CS 61a (Structure and Interpretation of Computer Program)** August 2021 - December 2021
- Designed and coded a program that measures typing speed as well as autocorrects incorrect words, inspired by typeracer
 - Used Python to implement logic and various data structures and functions, like dictionaries, recursion, trees
- Fiction Novel, Personal Project** January 2020- August 2020
- Wrote and self-published a 40,000 word fiction novel that follows Om and the Ice King's journey climbing a mountain and reminiscing about their past, exploring the countless contradictions in life which create both complexity and confusion
 - All profits donated to the Daily Bread Food Bank. Available on Amazon, Barnes and Nobles, Google Books, Walmart
- 3-D Printed Face Shields, Personal Project** March 2020- April 2020
- Designed and 3D printed hospital-approved face shields using accessible materials with easy assembly
 - Donated 200+ face shields to local hospitals during PPE shortage

SKILLS/HOBBIES

Software: Python, Java, r, SQL, regex, BNF, Scheme, Fusion 360, Arduino, Microsoft Office