

ALEXANDRA LU

Computer Science • Linguistics

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education

B.A. Computer Science | UC Berkeley Class of 2023 | GPA: 3.9/4.0

Relevant Coursework | Structure and Interpretation of Computer Programs • Data Structures
Linguistic Science • Designing Information Devices and Systems
Discrete Math and Probability Theory • Computer Architecture • Phonology

technical skills

Proficient: Java • Python • Git | Familiar: HTML • CSS • JS • React Bootstrap • Scheme • Swift • SQL

Other: Figma • Maya • Blender | German • Mandarin | Photoshop • Illustrator • After Effects

experience

Cal Hacks (2020–Present)

Director on the sponsorship team of the largest collegiate hackathon. Ran a 36 hour fully online hackathon (hacknow.calhacks.io) with 2500+ participants, and preparing for a Hack Month to foster side projects. Also serving as a Cubstart TA to walk students through iOS labs.

UC Berkeley EECS Department (2020–Present)

Academic Intern for CS61BL (Data Structures). Educating students on course concepts and clarifying any content misconceptions during lab sections.

Stanford Fuller Lab (Summer 2019)

Chemical engineering research internship under a mentor who challenged me with new scientific ideas and pushed me to be innovative in my approach to solving problems.

Acellent Technologies (Summer 2018)

Exposed to facets of structural health monitoring/engineering and Design Thinking as a marketing intern; trained in Adobe Illustrator for design.

projects

Dosage (2020)

Building an application to monitor the usage and effects of medication and substances to provide users, or the clinicians responsible, the data to regulate then fine-tune dosage.

Gitlet (2020)

Created a git-like version control system using Java from scratch. The program emulates all the basic functionalities of git's hash based storage system.

Enigma Machine (2019)

Built a simulator in Java, which represents the Enigma machines that Germany used during World War II to encrypt their communications.

Questions? (2019)

As a TreeHacks submission, we created a system through which an attendee's phone can be used as a microphone through peer to peer connection with a lecturer's laptop.

honors

Presidential Volunteer Service Award 2019 • National AP Scholar with Distinction Award 2019

TreeHacks [Infosys] Sponsored Prize for Education 2019 • Love of Learning Certificate 2018