

Emily Gosti

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EDUCATION

University of California, Berkeley, Berkeley, CA - *Electrical Engineering and Computer Sciences, B.S. Candidate*

EXPECTED GRADUATION DATE - MAY 2020

- Regents' and Chancellor's Scholar
- Relevant coursework: CS61A, EE16A, Math 53, CS61B, EE16B, CS70, Web Design, Bioprinting
- Fall 2017 relevant coursework: CS170, Physics 7A, Bioengineering 100

Mission San Jose High School, Fremont, CA - *High School Diploma*

SEPTEMBER 2012 - JUNE 2016

- 4.0 unweighted GPA and valedictorian
- Scholar Athlete of the Year 2016

EXPERIENCE

Engineering Practicum Intern, May 2017 - August 2017

Google, Mountain View, CA

- Revamped the Payments internal demo server, used to test all of Google's customer-facing buy flows, using Closure Templates, HTML, and dynamic CSS
- Utilized RPCs and protocol buffers for communication between web client and Java backend
- Piloted the use in the Payments team of a new internal Javascript front-end development tool using the Closure compiler and framework
- Wrote a design document when planning out project, recorded documentation for the finished product
- Attended GWE (Google Women Engineers) two-day intern summit

EE16A (Designing Information Devices and Systems I) mentor, May 2017 - present

Computer Science Mentors, Berkeley, CA

- Teaching a supplementary section for EE16A to a group of 4 students once a week
- Developing curriculum for new EE16A CSM course by meeting with other mentors twice a week to create worksheet questions and discuss concepts

Web designer/developer of personal website, December 2016 - present

Winter break personal project, Fremont, CA

- Coded a personal website with responsive design from scratch using HTML, CSS, and JQuery
- Website: <https://egosti.github.io/> (old version: https://egosti.github.io/personal_website/)

CS61A academic intern, January 2017 - May 2017

CS61A course staff, Berkeley, CA

- Assisted with 1.5 hours of lab and 1 hour of office hours every week and help CS61A students with questions they may have about the material of the class (languages covered: Python, Scheme, SQL)

Unity developer, September 2016 - October 2016

Virtual Reality @ Berkeley Halloween Team, Berkeley, CA

- Created a VR horror simulation for HTC Vive using Unity and Autodesk Maya
- Planned out the simulation, modeled and animated a hotel elevator that was integrated into the project

SKILLS

- Languages: Java, Python, HTML, CSS, JavaScript/JQuery
- Natively fluent in English, professional working proficiency in Mandarin

ORGANIZATIONS/LEADERSHIP

- Computer Science Undergraduate Association (CSUA) Outreach Chair, manage the office an hour a week, help run events, maintain social media accounts, publicize events to student body
- Society of Women Engineers (SWE) public relations committee member, create event flyers and graphics

ADDITIONAL INFORMATION

- 7 years competitive golf, received 3rd place at CA State Championship; 6 years competitive tennis
- 6 years performance piano; 8 years solo/orchestral violist, performed with Google Orchestra
- Hobbies: camping, traveling, photography, web design, watching the Golden State Warriors