Adam Ash

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Education

University of California Berkeley - *Cumulative GPA: 3.68, Major GPA: 3.88* **Berkeley, CA**

- Electrical Engineering and Computer Science Major, College of Engineering *Expected Graduation: May 2021*
- Relevant Coursework: Operating Systems, Algorithms, Data Structures, Computer Architecture, Data Science, Discrete Mathematics and Probability Theory

Professional Experience and Leadership

UC Berkeley ASUC OCTO **Berkeley, CA**

Mobile Development Team *Winter 2020 – Present*

- Worked with three other students to develop, maintain, and debug the UC Berkeley Campus Information iOS app
- Created interactive views enabling users to see library schedules and space availability, and book study rooms
- Modified the team-wide campus landmark data storage system to access information from Firebase more efficiently

Berkeley Renewable and Appropriate Energy Lab **Berkeley, CA**

Coolclimate Project Energy Team Leader *September 2018 – May 2019*

- Led a data analysis team of five students to develop an interactive energy usage model of the entire country
- Collected and analyzed data in order to find positive correlations between selected social demographics and carbon emissions
- Used RStudio, matrix math, and econometric methods to create linear regressions and visual models of data

Camp Ramah in California **Ojai, CA**

Senior Camp Counselor *Summer 2016 – Summer 2019*

- Worked for four consecutive summers as a counselor for 12, 13, and 15-year-olds at a Jewish sleep-away summer camp
- Became a mentor to campers and addressed issues they had with anxiety and social problems
- Planned daily activities revolving around themes of social justice, athletics, self-reflection, leadership, spirituality, and pure fun

Projects

Pintos Operating System Feature Implementation **Spring 2020**

- Added support for thread scheduling including waiting with an efficient alarm clock and priority scheduling
- Implemented argument passing for user programs and system calls for process control (halt, exec, wait)

Pokedex iOS Application **Fall 2020**

- Used Xcode to create an iOS application in which the user is able to view Pokemon by grid or list as well as search by attribute
- Designed a data storage system enabling the user to store Pokemon as favorites that persist after the app is closed and reopened
- Implemented an informational page for each Pokemon in which a summary, picture, and link to more information is displayed
- Parsed a JSON file to obtain all of the necessary information about each Pokemon to be used by the app

Pseudorandom Maze Generator **Spring 2019**

- Developed a model Randomizer class that generates dimensions, coordinates, and random objects for a particular maze based on a user-inputted seed number
- Used a 2D-tile rendering engine that converted these random objects, hallways, and rooms into a graphical user interface

Climate Stabilization Wedge Modeling **Spring 2018**

- Partnered with three students to create an interactive application modeling Climate Stabilization Wedges and global temperatures
- Used MATLAB for modeling and data analysis of real-world entities such as atmospheric air flow and changes in land use

OTHER

Computer Skills: C, Java, Python, R, SQL, Swift/Xcode, Matlab, Microsoft Office Suite, Adobe Photoshop
Interests: Hiking and backpacking, reading non-fiction, MLB baseball, new culinary experiences, traveling
Awards: National Merit Scholar Finalist, AP Scholar with Distinction Award, named to 2017 All-Liberty League baseball team