Adam Ash

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Education

University of California Berkeley - *Cumulative GPA: 3.71, Major GPA: 3.9* **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, Probability Theory, Artificial Intelligence

Professional Experience and Leadership

DoNotPay **San Francisco, CA**

Software Engineering Intern - Artificial Intelligence *Summer 2020*

- Built an internal database management tool for non-engineers on the team using Apollo, React, and GraphQL
- Created interactive visualization tools showing company progress over time in selected metrics such as user outreach
- Designed and implemented interactive models to estimate the likelihood of users subscribing based on their previous actions
- Architected an efficient pipeline using MongoDB and Python to automatically query, clean, and analyze user data

UC Berkeley Mobile App **Berkeley, CA**

iOS Developer *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, cleaned, and analyzed data to find correlations between selected social demographics and carbon emissions
- Used RStudio, matrix math, and econometric methods to implement linear regressions and visual models of data

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)
- Architected an efficient file system featuring a buffer cache and support for files of variable length

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

Random Maze Generator Game **Spring 2019**

- Architected a model Randomizer class that generates random dimensions, coordinates, and game objects for a particular maze based on a user-inputted seed number
- Used a 2D-tile rendering engine to convert generated room, hallway, and object data into a user-playable maze

Climate Change Projections Desktop Application **Spring 2018**

- Partnered with three students to create an interactive application modeling global carbon emissions and temperature forecasts under a variety of different global scenarios and policies
- Used MATLAB for modeling and data analysis of real-world entities such as atmospheric air flow and changes in land use

Other

Technologies: Web (React, JavaScript, HTML, CSS), Mobile (Swift, Xcode), Backend (Python, Go, C, SQL, MongoDB)
Affiliations: Alpha Epsilon Pi, UC Berkeley ASUC OCTO, Engineers for a Sustainable World, National Merit Scholar Finalist