

Adam Ash

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Education

University of California Berkeley - Cumulative GPA: 3.71, Major GPA: 3.9

Berkeley, CA

Expected Graduation: May 2021

- BS, Electrical Engineering & Computer Science, College of Engineering
- Data Science Minor, College of Letters and Sciences
- Relevant Coursework: Databases, Operating Systems, Algorithms, Data Structures, Computer Architecture, Data Science, Discrete Mathematics, Probability Theory, Artificial Intelligence, Machine Learning, Convex Optimization

Professional Experience

DoNotPay

San Francisco, CA

Software Engineering Intern - Artificial Intelligence

Summer 2020

- Built and shipped 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 engineered an interactive model estimating 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

February 2020 – June 2020

- 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

Data Science Intern

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

MAD Donations

August 2020

- Created a non-profit monthly subscription service that matches users with charities that work in the areas that users support (e.g. LGBTQ+ Rights, Environmentalism)
- Designed the user sign up flow of creating an account, selecting causes to support, and choosing monthly donation amounts
- Implemented Firebase Auth for user account management
- Orchestrated and implemented MongoDB schemas on the backend server using Flask MongoEngine

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

September 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

March 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

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