

# ADNAN AMAN

[adnan\\_aman@berkeley.edu](mailto:adnan_aman@berkeley.edu) | [linkedin.com/in/adnan-aman](https://linkedin.com/in/adnan-aman) | [github.com/plsBoost](https://github.com/plsBoost) | [adnanamann.github.io](https://adnanamann.github.io)

## EDUCATION

**University of California, Berkeley**

*Bachelor of Arts in Computer Science*

**Expected May 2025**

GPA: 3.8/4.0

### Relevant Coursework:

Operating Systems, Computer Vision, Machine Learning, Optimization Models in Engineering, Database Systems, Computer Security, Networks, Algorithms

## EXPERIENCE

**Microsoft**

*Software Engineer Intern*

May 2024 – August 2024

Redmond, WA

- Engineered distributed tracing infrastructure for Azure OpenAI, reducing debugging time by 40% and saving \$500K annually in operational costs
- Streamlined service observability by implementing tracing in HTTP listeners with Envoy and OpenTelemetry SDK
- Built real-time trace visualization dashboard supporting 3M RPS, decreasing mean time to resolution by 25%
- Developed CI/CD pipelines using Azure DevOps, improving deployment reliability by 30% across 15+ microservices

**University of California, Berkeley**

*Academic Intern*

June 2023 – August 2023

Berkeley, CA

- Mentored 200+ students in UC Berkeley's Data Structures course, providing technical guidance in Java
- Conducted weekly office hours and lab sections, helping students debug code and understand core algorithms
- Created supplemental learning materials that improved student project scores by 25% across 4 major assignments

**CodePath**

*Technical Instructor*

August 2021 – January 2022

Irvine, CA

- Mentored 30+ students in Android development, achieving 95% project completion rate through hands-on debugging sessions
- Led workshops on REST APIs and MVC architecture, resulting in 30% improvement in student project scores
- Created technical documentation and learning resources used by 200+ students across multiple cohorts

## PROJECTS

**Talking-Oski** | *Next.js, React, OpenAI API, Tailwind CSS* | Hackathon Project - CalHacks 2024

October 2024

- Built an inclusive campus chatbot serving 200+ students with real-time text and voice interactions
- Implemented accessibility features using Deepgram API for speech-to-text capabilities
- Leveraged OpenAI's GPT-4 to provide accurate campus information and personalized responses

**YelpCamp** | *Node.js, Express.js, MongoDB, Bootstrap* | Personal Project

March 2024 – May 2024

- Built a full-stack web application for campsite reviews using Node.js, Express.js, and MongoDB
- Implemented comprehensive user system with authentication, admin roles, and review management
- Integrated Google Maps API and Google Ads for location features and revenue generation

## ACTIVITIES

ValleyHacks 2022: Won 2nd place for developing an innovative crypto education tool

CSM Mentor: Guided 20+ CS students in data structures and algorithms, maintaining 90% satisfaction rate

CalHacks 2024: Developed an AI-powered campus assistant used by 500+ students

## TECHNICAL SKILLS

**Languages:** Java (5 yrs), Python (4 yrs), Golang (2 yrs), C (2 yrs), TypeScript/JavaScript (2 yrs), SQL

**Cloud & Technologies:** AWS, GCP, Azure, OpenAI, LangChain, Docker, Git, MongoDB

**Frameworks & Libraries:** React, Next.js, Node.js, Express.js, OpenTelemetry, JUnit