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EDUCATION

Berkeley, CA	University of California, Berkeley	December 2013
<ul style="list-style-type: none">▪ B.A. in Applied Mathematics.▪ Concentration in Computer Science and Economics.▪ Relevant Coursework: The Structure and Interpretation of Computer Programs, Data Structures and Advanced Programming, Numerical Analysis, Optimization Theory and Practice, Probability Theory.		
Fremont, CA	Ohlone College	May 2011
<ul style="list-style-type: none">▪ A.S. in Computer Science.▪ A.S. in Natural Science.▪ Relevant Coursework: Assembly Language Programming, Data Structures with C++, Object Oriented Programming with C++.		

EMPLOYMENT

Computer Systems Engineer	Lawrence Berkeley National Laboratory	August 2010 – Current
<ul style="list-style-type: none">▪ Create and maintain Google web applications (in JavaScript) to interface with lab services.▪ Create scripts and tools (mainly Python) for automation an analysis.▪ Create relevant documentation, and add to the Wiki.▪ Maintain and configure Mac/PC/Linux machines for scientific computing.▪ Install/configure hardware and software for data analysis.▪ Network troubleshooting and maintenance.		

TECHNICAL EXPERIENCE

Projects:

- **Email Forwarding Tool** (LBNL project, JavaScript, June 2013). Allows users to forward email from their Lawrence Berkeley Lab Account to any other (non-lab) account. Allows a timer to be set to automatically forward at any time during the day.
- **Message Compare Tool** (LBNL project, Python, January 2013). A tool used by Systems Administrators when migrating mail between servers. The tool will output statistics of which messages were (or were not migrated).
- **UCB Math API** (Personal project, Java, September 2013). An A.P.I. which allows users to simulate algorithms from their math classes. The current implementation simulates the Stable Matching Algorithm and Newton's Method.
- **Jump61** (Class project, Java, October 2013). A board game based on KDE's KJumping Cube game. Implemented the Alpha-Beta pruning algorithm with an Artificial Intelligence for users to play against.

TECHNICAL SKILLS

- Java, Python, JavaScript, Matlab, C++, HTML, Bash Scripting, Lisp, Haskell

Github: <https://github.com/ajponte>