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Alan J. Ponte

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EDUCATION

Berkeley, CA

University of California, Berkeley

December 2013

- B.A. in Applied Mathematics.
- Concentration in Economics.
- Relevant Coursework: The Structure and Interpretation of Computer Programs (Python), Data Structures and Advanced Programming (Java), Numerical Analysis (Matlab), Optimization Theory and Practice (Matlab), Probability Theory.

Fremont, CA Ohlone College May 2011

- 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

- Create and maintain Google web applications (in JavaScript) to interface with lab services.
- Create scripts and tools (mainly Python) for automation and 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.
- Manage and configure the laboratory's email systems.

I.T. Technician Ohlone College

June 2009 -February 2010

- Maintenance of desktop systems used by students and staff.
- Operated the student Help Desk.

TECHNICAL EXPERIENCE

Projects:

- Performance Review Tool (LBNL project, JavaScript, March 2013). A new process for divisions to conduct performance reviews. To be used in the interim while all H.R. systems are upgraded. A standalone script attached to a spreadsheet gathers data, while a Web App allows employees to submit their performance reviews, and for management to view summary statistics.
- 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.PI. that allows users to simulate algorithms from their math classes. The current implementation simulates the Stable Matching Algorithm and Newton's Method.

TECHNICAL SKILLS

- Languages: Java, Python, JavaScript, Matlab, C++, HTML, Bash Scripting, Lisp, Haskell.
- **Tools**: Eclipse, Unix, Git.

Github: https://github.com/ajponte