

Andrew White

ajw604@berkeley.edu

805-823-3307

Education

University of California, Berkeley

May 2021

Bachelor of Arts in Computer Science (CS)

GPA: 3.77

Skills

Technical Skills, Java, C/C++, Python, JavaScript, MySQL, React, Nodejs, MongoDB

Projects and Experience

Gitlet Version Control System (Java)

UC Berkeley – CS61B (Data Structures)

- “Light” version control system modeled after Git.
- Implements from scratch features such as commit, branch, merge, checkout, etc.
- Showcases a deeper understanding of version control and its uses in industry.

Personal Website (JavaScript, React, Nodejs, MongoDB)

GitHub Repo: <https://github.com/ajw604/personal-website>

- Implements a full-stack blogging feature utilizing React, Nodejs, and MongoDB.
- Offers a minimalistic UI allowing users to create, edit, and delete blogs.
- Showcases knowledge of web development from front-end to back-end.

Tablut (Board Game) (Java)

UC Berkeley – CS61B (Data Structures)

- Implements a chess-like board game involving AI or manual players.
- AI finds a winning move within four turns using game trees.
- Showcases a deeper understanding of data structures.

Academic Intern for CS61A (Fall 2019)

UC Berkeley – CS61A (Structure and Interpretation of Computer Programs)

- Part of course staff for UC Berkeley’s introductory computer science course.
- Assisted students during lab hours on labs, homeworks, projects, etc.

Scheme Interpreter (Python)

UC Berkeley – CS61A (Structure and Interpretation of Computer Programs)

- Implements an interpreter for the scheme (dialect of lisp) programming language.
- Includes more difficult features such as macros and tail-optimization
- Showcases an interest in dealing with complexity using abstraction techniques.