

Alex Chan

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Education

University of California, Berkeley

Class of 2019

COMPUTER SCIENCE

- GPA: 3.47
- The Structure and Interpretation of Computer Programs (CS61A)
- Current Semester: Data Structures (CS61B), Discrete Math and Probability (CS70)

Experience

CommVault Systems

Tinton Falls, NJ

SOFTWARE DEVELOPMENT INTERN

Sept. 2014 - Jan. 2015

- Developed a file uploading and management system in Python. Implemented RESTful API for data storage in the CommVault database.
- Developed a two step verification application for iOS. The app requires the user to enter the randomly generated code to access the CommVault email service.

UC Berkeley

Berkeley, CA

LAB ASSISTANT FOR CS61A

Jan. 2016 - Present

- Guided students in completing weekly lab projects by helping teach and debug code. Topics taught include inheritance, trees, linked lists, streams, and recursion.
- Held weekly office hours to help students looking for assistance.

Projects

Text Editor

February - March 2016

- Programmed a text editor from scratch in Java for CS61B.
- Integrated the JavaFX library to support various key input commands. The editor is able to read txt files, open and save, use keyboard shortcuts, and take in command line arguments.

HypeRPG

November - December 2015

- Role playing game that lets player fight enemies and use "hype" points to become stronger and win the game.
- Specific role in Ruby on Rails and Javascript - Was responsible for user authentication, player and enemy model interaction, and upgrading player attributes.

VWards

October 2015

- Developed and designed an app that keeps a reward system for small businesses that give rewards to customers that use the business a certain number of times. Created during Cal Hacks.
- Specific role in Ruby on Rails, HTML, and CSS - developed entire website portion of the app. Integrated REST API for iPhone app to communicate with website database.
- Used postgresql as a database to keep track of all businesses and users using the website.

Automated Cereal Dispenser

March - June 2015

- Integrated Arduino into a mechanical mechanism for it to dispense a user input amount of cereal automatically.
- Used a stepper motor to control dispense rate and photoelectric receptors to tell if desired amount was full.

Skills

Programming Languages Java, Python, Ruby (on Rails), HTML, CSS, Scheme, SQL, Arduino

Relevant Skills iOS, circuitry and digital electronics, machine learning

Other Skills Adobe Photoshop/Flash, AutoCAD