Alice Ye Zhao

https://aliceyezhao.com
alicezhao@berkeley.edu
(650) 387-0312

Education

University of California, Berkeley *Aug. 2017 - May 2021*
B.S. Electrical Engineering & Computer Science (EECS)
with Minor in Education

Relevant Coursework: Data Structures, Algorithms, Data Science, Databases, Computer Architecture, Discrete Mathematics and Probability, Multivariable Calculus, Information Devices and Systems

Honors and Programs: HackNY Fellow, Goldman Sachs Engineering Essentials, CalHacks, TreeHacks, Impact Labs Fellow

Skills

Programming Languages
Python, Java, JavaScript, Golang, Ruby, SQL, C

Web Technologies/Frameworks
React, Typescript, React Native, Ruby on Rails, HTML/CSS

Design
Figma, Adobe Photoshop, Adobe Illustrator

Experience

Uber *San Francisco, CA*
Software Engineering Intern | Golang *May 2020 – Present*

Datadog *New York City, NY*
Software Engineering Intern | React, Typescript *May 2019 – Aug. 2019*
- Built a feature that imports and export dashboards as JSON files, allowing users to share dashboards outside of the app
- Pioneered a search component that navigates through all of an organization's dashboards in the side bar without latency
- Refactored URL validations to render iFrame elements securely, replacing legacy code with type-checking and testing
- Chosen to demo at AWS Summit NYC with over 12,000 attendees, reaching Sales quotas and promoting company image

Blueprint, Technology for Non-Profits *Berkeley, CA*
Project Leader, Software Developer | React, Ruby on Rails *Sep. 2018 – Present*
- Leading a project with 1951 Coffee to build a React Native mobile app to streamline its refugee barista training program
- Developed an intuitive full-stack web application for HomePointr CIC that facilitates the data exchange processes between up to 40,000 homeless individuals in Scotland and appropriate care services by storing, sorting and filtering form data
- Built Rising Tide's core web app that matches communities with volunteers and maximizes compatibility between the two

Stanford University, Computer Science: Graphics Department *Stanford, CA*
Student Researcher | Python *Jun. 2018 – Aug. 2018*
- Designed a motion capture pipeline that uses OpenCV to detect markers on clothing in a 2D environment from multiple views
- Measured the Hausdorff Distance and Vertex Distance between clothing meshes by using scaling and centering techniques
- Reconstructed 3D body models from 2D images of poses with an open source end-to-end joint reconstruction method

Projects

1951 Coffee Company Barista Training App | React Native
- Led a team of developers and designers to build an educational mobile app for their Training Program that integrates SMS
- Scoped the project, assigned tasks, reviewed PRs, and communicated with our client to successfully deliver the MVP

HomePointr Matching Platform | React, Ruby on Rails
- Housing platform that allows agencies to match homeless clients with vetted landlords for temporary and permanent lodging
- Landlords can upload properties with images and tags. Housing agencies can filter through properties to efficiently find matches

Rising Tides Volunteering Portal | React, Ruby on Rails
- Connects skilled volunteers to communities being impacted by climate change using a customized dual portal web application
- Used Tachyons, a flexible CSS library, to build customized components. Collaborated with design for consistent branding

Seam Carver | Java
- Removes pixels that are the most similar in color to adjacent pixels, outputting a compressed version of the original image

BearMaps, based off Google Maps | Java
- Web application that rasterizes map images and renders the shortest distance between points using A* (Dijkstra's) path-finding