Amy Wong

(510) 967-6649 - amylwong@berkeley.edu
amylwong.com
github.com/amylwong

Education

University of California, Berkeley Summer 2016
Bachelor of Arts, **Computer Science**

Relevant Coursework: Advanced Digital Animation, User Interface Design, Algorithms, Database Systems, Artificial Intelligence, Internet Architecture and Protocols, Data Structures, Machine Structures, Structure and Interpretation of Computer Programs, Discrete Mathematics and Probability, Software Engineering, iOS Development

Experience

Elwyn & Jennifer Berlekamp Foundation – Student Assistant 06/14 – 08/14, 11/16 – Present
- Assisted making of short videos aimed at explaining rudiments of combinatorial game theory.
- Produced graphics used in the video using Photoshop and Illustrator.

Griddle, CITRIS Social Apps Lab Project – 3D Generalist & Programming Assistant 06/15 – 08/15
- Part of a group building an educational video game aimed towards high school students.
- Updated old shader to new shader that is compatible with Unity 5, applied material to objects, wrote script in C#, and created smokestack animation for towers.

Computer Science 61A – Lab Assistant 08/13 – 08/14
- In this introductory computer science course, I helped students in lab sections, discussion sections, and office hours with projects, homework, and labs. Topics include data abstraction, recursion, object-oriented programming, and orders of growth.

Projects

- **Bandits** – 3D animated short film. My role was modeling assets, creating facial blend shapes, set dressing, character design, and story development. https://youtu.be/DssS3vTlDao
- **Curiocity** – An iOS app for users to find attractions in a city and create a travel plan.
- **Emergency Response** – A travel safety app for Android wear and mobile devices. This project involved doing fieldwork, rapid prototyping, and user testing throughout the design and implementation of the app. https://www.hackster.io/team-hazy4/emergency-response
- **LyriCal** – Worked on the front-end of a web app game using HTML, CSS, and JavaScript in which three lines of a random song are generated, and the player has to guess the next line. http://lyricalberkeley.herokuapp.com/
- **Pacman with Bayes Nets** – Implemented inference algorithms for Bayes Nets, specifically variable elimination and likelihood weighting sampling. These inference algorithms help Pacman determine how to beat the ghosts.
- **Firewall** – Implemented a basic firewall that monitors and controls the incoming and outgoing network traffic based on applied security rules.
- **Network AI** – An implementation of game tree search with alpha-beta pruning for the game Network, which plays against a human player or another computer program. Written in Java.
- **Performance Optimization** – Used SIMD instructions, cache blocking, OpenMP, and loop unrolling to optimize an eigenvector-finding algorithm. Written in C.

Activities

Webmaster and Historian Officer – Cal Opportunity Scholars Association 08/14 – 05/15
- Updated the website to have the most up-to-date information.
- Organized social events for members to meet faculty members and other scholars.

Webmaster and Historian Intern – Cal Opportunity Scholars Association 08/13 – 05/14
- Monitored the blog page, sent out emails, and designed the initial look of the website.

CS Illustrated – UC Berkeley 01/13 – 05/14
- Illustrated computer science topics to assist students in fundamental concepts of programming.

Skills

Languages: Python, Java, C, C#, Scheme, SQL, Ruby on Rails, Swift
Web: HTML, CSS, JavaScript
Graphic: Adobe Photoshop, Adobe Illustrator
Other: Git, Unix, Android Studio, Autodesk Maya, Unity, LaTeX, Xcode