SOFTWARE ENGINEER · COMPUTER SCIENCE AND DATA SCIENCE · UNIVERSITY OF CALIFORNIA, BERKELEY

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Education

University of California, Berkeley

Berkeley, CA

B.A. IN COMPUTER SCIENCE AND B.A. IN DATA SCIENCE

August 2019 - May 2023

- · Introduction to Machine Learning
- Introduction to Computer Vision and Computational Photography
- Operating Systems and Systems Programming Discrete Mathematics and Probability Theory
- Great Ideas in Computer Architecture (Machine Structures)
- Structure and Interpretation of Computer Programs
- The Foundations of Data Science
- Designing Information Devices and Systems I and II
- Efficient Algorithms and Intractable Problems
- Data Structures
- Introduction to Artificial Intelligence
- Principles and Techniques of Data Science Computer Security
- Probability and Random Processes
- Data Mining and Analytics

Skills

Technical Skills Python · Java · C/C++ · Go · Git/Github · mySQL · Scheme · HTML · PHP · React · JavaScript · ŁTĘX

Work Experience _____

Salesforce San Francisco, CA

ASSOCIATE MEMBER OF TECHNICAL STAFF

· Working for performance engineering team at MuleSoft.

Santa Clara, CA September 2022 - July 2023

July 2023 - Present

SOFTWARE ENGINEERING INTERN

- Supported frontend and backend development of power management tool using C++ and Qt.
- · Developed resource monitoring feature to record system usage (i.e. CPU, Memory, Disk, and GPU) when running workflows within the power management tool. Added cross-platform and remote support.
- · Revamped process monitoring by capturing error outputs and improving efficiency in discovering related child processes. Reduced original process monitoring code by length by 60%.
- Resolved several customer concerns and implemented feature requests which led to an 11% increase in customer satisfaction.
- Contributed to regression testing, critical bug fixes, and user documentation.

Salesforce San Francisco, CA

SOFTWARE ENGINEERING INTERN

May 2022 - August 2022

- Utilized internal tools to diagnose consumer websites (e.g. Robot Process Automation), discovered bugs and bottlenecks in the user interfaces, and proposed solutions.
- Improved front-end performance over five different websites by 77% on average.
- Established front-end performance practices and workflows for the first time at MuleSoft (a Salesforce company).

Allganize Oakland, CA

SOFTWARE ENGINEERING / ARTIFICIAL INTELLIGENCE INTERN

May 2021 - November 2021

- · Managed back-end of AI application. Made performance improvements, implemented new features, and fixed bugs.
- Overhauled OCR pipeline for document ingestion. Improved efficiency by reducing processing times by 20% and increasing accuracy by 12%.
- Researched and integrated multi-modal AI model that finds the most relevant image to a client text query among a client's documents. Led to signed deal for the company.

Extracurriculars

EasyEV Los Angeles

LAHACKS 2021

 BlackRock challenge winner. Created web application with React front-end, JavaScript back-end, Google Cloud, Twilio, news, and stock API's that assists user in being informed about electric vehicles and helps the user in purchasing one through a simple and personalized experience.

UAVs@Berkeley Berkeley, CA

AUTONAV ENGINEER AND EXTERNAL AFFAIRS OFFICER

January 2020 - April 2020

- · Created image classification for a UAV to quickly identify the location, shape, color, and number of an object in a field.
- Created search algorithm for UAV to efficiently navigate through a field of dynamic obstacles (Written in Python and utilizes OpenCV and YOLO).
- · Secured sponsors and managed outreach efforts to greatly increase interest in the club.