

# ANDREW SHIEH

andrew.shieh@berkeley.edu | (650) 823-5233 | www.linkedin.com/in/andrew-shiehh

## EDUCATION

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<b>University of California, Berkeley</b>	<i>Aug 2018 – May 2022</i>
<i>B.S. Electrical Engineering &amp; Computer Science</i>	<b>GPA: 3.73</b>
<ul style="list-style-type: none"><li>• <b>Relevant Coursework:</b> Data Structures, Discrete Mathematics and Probability Theory, SICP, Efficient Algorithms and Intractable Problems (IP), Foundations of Data Science (IP)</li></ul>	
<b>Palo Alto High School</b> (GPA: 4.4)	<i>Aug 2014 – May 2018</i>

## WORK EXPERIENCE

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<b>UC Berkeley College of Engineering, Academic Intern</b>   Berkeley, CA	<i>Jan 2019 – Present</i>
<ul style="list-style-type: none"><li>• Helped students in lab by reinforcing course content and key programming concepts beyond basic syntax</li><li>• Improved students' comprehension of course material individualized guidance and teaching</li><li>• Assisted TA's in conducting office hours and labs in two large undergraduate classes (1300+ students)</li></ul>	
<b>vArmour Networks, Software Engineering Intern</b>   Mountain View, CA	<i>Jun 2017 – Aug 2017</i>
<ul style="list-style-type: none"><li>• Independently studied the Azure cloud API to develop programs to retrieve and normalize flow logs</li><li>• Developed a Python SDK to wrap a RESTful API and wrote over 800 unit test scripts for the SDK</li><li>• Created customer-facing script to enhance product connectivity detection features</li></ul>	

## PROJECTS

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<b>Stress Management Journal</b>   <i>Javascript, HTML/CSS</i>
<ul style="list-style-type: none"><li>• Developed web application to allow users to upload photos of themselves and descriptions of their day</li><li>• Utilized Google Cloud API to detect stress levels and provide self-care tips for the user</li></ul>
<b>3D Cube Renderer</b>   <i>Java, Python</i>
<ul style="list-style-type: none"><li>• Created program in Java to render a rotating cube with custom cube mesh and matrix math modules</li><li>• Wrote a port of the program in Python</li></ul>
<b>Maps</b>   <i>Java</i>
<ul style="list-style-type: none"><li>• Implemented back-end for web-mapping application with image rastering and turn-by-turn navigation</li><li>• Used A* algorithm to optimize shortest path searching using data from the OpenStreetMap project</li></ul>
<b>Lisp Interpreter</b>   <i>Python</i>
<ul style="list-style-type: none"><li>• Created an interpreter for instant parsing and evaluation of programs written in the Lisp language</li><li>• Implemented using tail-recursion, allowing for faster interpretation and support of unlimited tail calls</li></ul>
<b>To-do List</b>   <i>Node.js, Express, MongoDB</i>
<ul style="list-style-type: none"><li>• Developed a robust to-do web application, connected to a MongoDB database</li></ul>

## SKILLS

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**Languages and Libraries:** Python, Java, C/C++, Javascript (Node.js, Express), SQL, NumPy, Arduino  
**Development Tools:** Git, Atlassian Suite (Bitbucket, Jira, Confluence), Microsoft Suite, Azure, Linux, IDEs

## EXTRACURRICULAR ACTIVITIES

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<b>Taiwanese American Student Association, Outreach Officer</b>   Berkeley CA	<i>Aug 2018 – Present</i>
<ul style="list-style-type: none"><li>• Planned, organized, and lead events to celebrate Taiwanese culture and Taiwanese-American identity</li><li>• Collaborated with external cultural and community organizations to organize community service events</li></ul>	