Andrew Peter Boka

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Objective

To obtain employment in the field of computer science and engineering

Education

University of California, Berkeley – Berkeley, CA **May 2020**
Bachelor of Science Degree in Computer Science & Engineering
College of Engineering – Department of Electrical Engineering & Computer Science

Faith Lutheran High School – Las Vegas, NV **June 2016**
High School Honors Diploma with STEM Computer Science Endorsement

Relevant College Coursework

Structure & Interpretation of Computer Programs	Data Structures & Algorithms	Machine Structures
Designing Information Devices & Systems	Differential & Integral Calculus	Foundations of Data Science
Physics for Scientists & Engineers	Multivariable Calculus	Linear Algebra for Data Science
Discrete Mathematics & Probability Theory	Optimization Models	Principles & Techniques of Data Science
Operating Systems and System Programming	Computer Security	Artificial Intelligence
Introduction to the Internet: Architecture & Protocols		Introduction to Database Systems

Technical Skills
Programming knowledge in Python, Java, C#, SQL, Scheme, Objective C, HTML, CSS, JavaScript, C, C++
Research and teamwork skills acquired in prior school projects and internships
Proficiency in Windows/Mac OS, Microsoft Excel, PowerPoint, Word

Work Experience

UC Berkeley West Big Data Innovation Hub REU Internship https://andrewboka.github.io/2019 **May-August 2019**
Conducted a data science research project under the direction of Dr. Meredith Lee, Executive Director and Dr. David Culler, Principal Investigator and Professor of Electrical Engineering and Computer Science.

UNLV Department of Computer Engineering REU Internship https://andrewboka.github.io/2018 **May-August 2018**
Designed and implemented a low cost, high quality facial recognition system for real-time monitoring of access and exit to secure facilities under the direction of Dr. Brendan Morris, Associate Professor of Electrical and Computer Engineering and Director of the UNLV Real-Time Intelligent Systems Laboratory.

UNLV Department of Computer Engineering High School Internship **June-October 2015**
Designed a computer game for self-directed physical therapy to children with cerebral palsy as part of an interdisciplinary research program led by Dr. Brendan Morris in UNLV's Real-Time Intelligent Systems Laboratory.

Extracurricular and Leadership Activities

UC Berkeley Order of the Golden Bear -- Student Fellow	2019-Present
UC Berkeley Partnership Across Five Decades – Class of 2020 Coordinator	2018-Present
UC Berkeley Club Golf Team – 2016 & 2019 NCCGA Pacific Region Champions	2016-Present
High School Varsity Golf – 2015 Nevada State Championship Team; All-League 1st Team; All-State Academic Team	2012-2016
Eagle Scout – Designed and implemented a golf/life skills program for underprivileged children	2015
Young Men's Service League – Philanthropy Chairman	2012-2016

Honors

Commended Student, National Merit Scholarship Competition AP Scholar with Distinction, College Board 2016
Presidential Scholar Candidate, White House Commission & U.S. Department of Education 2016

Papers and Presentations

Boka, A. & Morris, B. "Person Recognition for Access Logging." Paper presented at the 9th Annual IEEE Computing and Communication Workshop and Conference, Las Vegas, NV, January 7-9, 2019. https://ieeexplore.ieee.org/document/8666483

Boka, A. & Morris, B. "Serious Games: Development of Physical Therapy and Rehabilitation Game for Children with Cerebral Palsy." First Annual OUR-UNLV Fall Undergraduate Research Showcase, Las Vegas, NV, October 16, 2015.