

ANNIE WONG

1717 Oxford St. 202 ◊ Berkeley, CA 94709
(425) 505-1398 ◊ anniann@berkeley.edu

EDUCATION

University of California, Berkeley
Expected Graduation: Spring 2021
Computer Science

Aug 2017 - Present
Overall GPA: 3.54

TECHNICAL STRENGTHS

Computer Languages	Java, Python, C#, HTML, CSS, SQL, Scheme, XAML
Software & Tools	Unity, Microsoft Office Certified Master, LaTeX, django, Git

EXPERIENCE

Tech Committee Intern <i>International Students Association at Berkeley</i>	September 2018 - Present
---------------------------------------------------------------------------------------	--------------------------

- Personally responsible for ISAB's online presence by maintaining and updating the website with photos of events and other content through Berkeley's Open Computing Facility.
- Currently working on embedding the django framework to create a user system for general members for the purpose of connecting them to ISAB alumni for networking and outreach purposes.

Academic Course Intern <i>University of California, Berkeley</i>	June 2018 - August 2018
----------------------------------------------------------------------------	-------------------------

- Assisted teachers and worked with students through labs and homework assignments of CS 61A.
- Taught material in Python, Scheme, and SQL in lab and office hours.

Finance and Fundraising Committee Intern <i>Phi Alpha Delta of Berkeley</i>	January 2018 - June 2018
---------------------------------------------------------------------------------------	--------------------------

- Assisted in devising strategies to fundraise for PAD, a Pre-Law Society at Berkeley.
- Arranged partnerships and networked with various restaurants to come to campus during lunch to serve food while gaining a share for 35% of the profits.
- Marketed and independently sold food and apparel to the campus body and PAD members.

PROJECTS

Gitlet - Java	Summer 2018
----------------------	-------------

- Created a mini version-control system that closely follows Git. Implemented several integral features such as backing up commits, merging, checkout and remote.

BearMaps - Java	Summer 2018
------------------------	-------------

- Completed back-end coding of a map of Berkeley that renders image in proportion to the user's window size, computed shortest path given two points from the user with the JSON API and the A* search algorithm.

Scheme Interpreter - Python	Spring 2018
------------------------------------	-------------

- Supported most basic scheme expressions with tail recursion optimization

Seam Carving - Java	Spring 2017
----------------------------	-------------

- Created a program that utilized the seam carving technique to resize images. Implemented the gradient calculation method to determine the least important parts of the image.

Platformer Game - Unity, C#	Current Project
------------------------------------	-----------------

- Designed a 2D platformer puzzle game and is leading a team through level design, music composition, and art.

RELEVANT COURSES

Data 8	Introduction to Data Science
CS 61A	Structure and Interpretation of Computer Programs
CS 61B	Data Structures and Programming Methodology
CS 70 (ongoing)	Discrete Mathematics and Probability Theory
CS 198 (ongoing)	Game Design and Development