AN LE

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EDUCATION

University of California, Berkeley *Aug 2020 - May 2023*
Bachelor of Arts, Computer Science
Selected Coursework: CS 61B: Data Structures, CS 61C: Machine Structures, CS 170: Algorithms

WORK EXPERIENCE

UC Berkeley EECS *Sep 2021 - Dec 2021*
Academic Intern
- Lab assistant for undergraduate data structures course at UC Berkeley: CS61B taught in Java.
- Provided conceptual help in a lab section of 20 students on assignments that help develop intuition and skills for software engineering.

SKILLS

Languages: Python, Java, C, SQL, Javascript, HTML/CSS, Scheme
Frameworks: Git, NumPy

PROJECTS

Scheme Interpreter (Private Repository) *July 2020 - August 2020*
- Interpreter for a subset of the Scheme language made in Python.
- Implemented reading, evaluation, and displaying results for a subset of Scheme expressions.

Bear Maps (Private Repository) *Sep 2020 - Oct 2020*
- Mapping API for the city around UC Berkeley.
- Implemented back-end features including rasterization API, autocorrect using a Trie, and router in Java.
- Rasterization API renders map images of the user's specified location and zoom level.
- Built A-Star Search implementation for router to find shortest distance between two paths.

Build Your Own World (Private Repository) *October 2020 - December 2020*
- 2D maze game created in Java with a partner.
- Implemented random world generation via a seed given by the user.
- Implemented the ability to save and load previous games.
- Combined the use of various data structures to create game board, moving entities, and user interaction.
- Added menu options for player to customize difficulty, avatar, and map selection.

Numc (Private Repository) *November 2021 - December 2021*
- Miniature version of the Numpy module implemented in C.
- Features basic matrix operations such as addition and multiplication.
- Implemented parallelism using SIMD and OpenMP for optimizing matrix operations.

EXTRACURRICULAR

Learn How to Solve the Rubik's Cube Decal *September 2020 - Present*
Instructor
- Co-facilitator of student-run course at UC Berkeley.
- I teach a section of 8 students how to solve the Rubik's Cube and how group theory concepts can be applied to the puzzle.

Global Glimpse *July 2019 - May 2020*
- Went on a 2-week excursion in Summer 2019 to Riobamba, Ecuador, with 20 other peers as a part of the Global Glimpse program.
- Did volunteer work, learned about the culture of Ecuador, and learned how I could do something similar to help my community back home.