Ashley Ye

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EDUCATION

University of California, Berkeley — Berkeley, CA
B.S. Electrical Engineering and Computer Science — Aug 2020 - May 2024
Coursework: Algorithms & Intractability, Data Structures, Operating Systems, Database Systems, Computer Security, Computer Architecture, Networking Architecture & Protocols, Machine Learning, Artificial Intelligence
Activities: Accel Scholar, Launchpad, Association of Women in EE&CS, Songwriting at Berkeley

EXPERIENCE

NVIDIA — Santa Clara, CA
Incoming Software Engineer — Oct 2024 - Present

Google — Sunnyvale, CA
Software Engineer Intern — May 2023 - Aug 2023
- Designed and built a comprehensive canary testing system for primary internal database with 1,000+ users to enforce readability compliance for client rollouts and maintain reliability against potential errors and outages
- Increased readability compliance to 80%+ by automating the check process, increasing efficiency and enabling faster identification and resolution of potential issues related to observability and reliability

Google — New York, NY
Software Engineer Intern — May 2022 - Aug 2022
- Increased efficiency of internal operating system by developing a CLI mechanism to selectively pause and resume installations and upgrades for 1,000+ of Linux production machines worldwide
- Improved central package management utility by supporting customization of device subset filters using CLI flags and HTTP requests

Meta — Virtual
Production Engineer Fellow — June 2021 - Aug 2021
- Built interactive digital accessibility Learning Management System with user authentication using React, SQL, and Flask to support site reliability infrastructure through joint fellowship with Major League Hacking
- Integrated linter CI/CD pipeline using Github Actions and web host containerization using Docker and AWS EC2
- Selected as one of the best performing fellows in Facebook Production Engineering cohort

Early Charm — Baltimore, MD
Computer Vision Intern — June 2021 - July 2021
- Built fall detection machine learning model prototype to prevent 1,000,000+ in-hospital injuries in 6,000+ hospitals across the US and save US healthcare systems over $34 billion per year
- Designed object-tracking algorithm using Python and scikit-image to detect human patients based on video footage from 10 separate falls, reaching 99% accuracy within 2 seconds

Launchpad — Berkeley, CA
President — Sept 2021 - Present
- Creative machine learning and artificial intelligence organization with 50+ engineers that build client and student-led projects and host machine learning events on campus
- Drive organization's long-term vision and lead board of executives for club with $50,000+ in annual revenue to foster a community and empower students in the applicational AI/ML space

UC Berkeley - CS 61B (Data Structures) — Berkeley, CA
Tutor — Jan 2023 - May 2023
- Taught recurring, interactive sections for data structures and algorithms course of over 2000+ students
- Provided personalized instruction to students by hosting office hours, answering questions, and debugging code

PROJECTS

LaunchKart *Python, PyTorch, Docker, NumPy, scikit-learn* — February 2022 - May 2022
Intelligent Mario Kart Driver
- Developed and implemented an AI Mario Kart agent that can replicate the technique of and improve like a human player using behavior cloning and reinforcement learning

MLH A11y *Python, React, SQL, AWS* — Aug 2021
Digital Accessibility Learning Management System
- Built interactive website and browser-based IDE that exposes students to disability-friendly software design
- Awarded Best Final Project in MLH Production Engineering Hackathon (Summer 2021)

SKILLS

Languages: Python, Java, Go, C, JavaScript, HTML, CSS, SQL, C++, TypeScript, Ruby, PHP, RISC-V, LISP
Technologies: React, Node.js, AWS, Docker, Git, Flask, PyTorch, Tensorflow, NumPy, scikit-learn, pandas, Figma