Clark Chen

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Summary of Qualifications

- ❖ Programming
    - o Java, C, Object-Oriented C, Python, Logisim Circuit design, Microprocessor programming knowledge, CSS, HTML, JavaScript, Android Studio, iOS.
    - o UI/UX Design
- ❖ Software
    - o (Product design) Keynote, AutoCAD (laser cutting), Microsoft, MARS, Logisim
- ❖ Communication
    - o Great communication skills from working with multiple startups and organizing teams
- ❖ Interests
    - o Web design, big data, mobile application development, startups
- ❖ Research
    - o Research pertaining to neurodust particles at the Swarm Lab under Professor Michel Maharbiz

Education

UC Berkeley   2013-2017(expected)

- ❖ Degree
    - o Electrical Engineering and Computer Science, Junior
- ❖ GPA: 3.24
- ❖ Relevant Coursework:
    - o CS 61A, CS61B, CS61C, CS 70, EE40, Physics 7A, Physics 7B, Math 53 and 54
    - o CS 160 (HCI, Android, UI/UX)
    - o iOS Swift Programming Course, Ruby on Rails

o Coming up: CS 186 (Databases), CS 188 (Artificial Intelligence)

Experience

- ❖ Led a team in CS 160 to build initial implementations of a social networking Android app that could change the way relationships and friendships are made.
- ❖ Created a Relational Database Management System (DBMS) using Structured Query Language (SQL)
- ❖ Performance Optimization of machine learning strategies – Convolutional Neural Networks
- ❖ Training Neural Networks for Image Classification
- ❖ Used MapReduce, Hadoop, and Spark on a project that used AWS to run classification software on huge data sets.
- ❖ Designed and built an assembler to convert source code to MIPS
- ❖ Designed and built 2-stage pipelined processor using Logisim for a 32-bit Instruction Set Architecture
- ❖ Built 2048 game with Java
- ❖ Created Maps and Shortest Trip Finder using A*
- ❖ Implemented a board evaluation function and a "minimax" algorithm with alpha-beta pruning for a game to achieve a 100% win rate against a human player
- ❖ Social Marketplace Startup (CTO)

Affiliations

- ❖ Lab Assistant for CS61B (Data Structures)
- ❖ Computer Science Undergraduate Association
- ❖ Researcher at Swarm Lab