Clark Chen

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https://github.com/atclarkchen

Summary of Qualifications

- ❖ **Programming**
    - o Java , C, Object-Oriented C, Python, Logisim Circuit design, Microprocessor programming knowledge, CSS, Html, JavaScript. (Coming soon: Django, Ruby on Rails)
    - o UI/UX Design
- ❖ **Software**
    - o Photoshop, (product design) Keynote, 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

Education

UC Berkeley   2013-2017(expected)

- ❖ Degree
    - o Electrical Engineering and Computer Science
- ❖ GPA: 3.2
- ❖ Relevant Coursework:
    - o CS 61A, CS61B, CS61C, EE40, Physics 7A, Physics 7B, Math 53 and 54

Experience

- ❖ Built 2048 game with Java

- ❖ Creating a Relational Database Management System (DBMS) using Structured Query Language (SQL)

- ❖ Maps and Shortest Trip Finder using A*

- ❖ 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 Architector

- ❖ 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 in Java

- ❖ Helped develop lab equipment software at Caltech as well as materials synthesis/testing through an internship at a materials science lab.

- ❖ Performance Optimization of machine learning strategies - Convolutional Neural Networks

- ❖ Training Neural Networks for Image Classification

- ❖ Social Marketplace Startup (CTO)

Affiliations

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