

Clark Chen

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Summary of Qualifications

- ❖ Programming
 - Java, Android Studio, C, Object-Oriented C, Python, Logisim Circuit design, Microprocessor programming knowledge, CSS/HTML/JavaScript, HCI UI/UX Design
- ❖ Software
 - (Product design) Keynote, AutoCAD (laser cutting), Microsoft, MARS, Logisim
- ❖ Research Assistant
 - Research on neurodust particles at the Swarm Lab under Prof. Michel Maharbiz.
- ❖ Product Manager (current) internship at Rebel Idealist

Education

UC Berkeley

2013-2017(expected)

- ❖ Degree
 - Electrical Engineering and Computer Science, Junior
- ❖ GPA: 3.24
- ❖ Relevant Coursework:
 - CS 61A, CS61B, CS61C, CS 70, EE40, EE20, Physics 7A, Physics 7B, Math 53/54
 - CS 160 (HCI, Android, UI/UX), CS 186 (Databases), CS 169 (Software Engineering)

Experience

- ❖ Created Flare, an Android Mobile and Wear cyclist safety app
- ❖ Created a Relational Database Management System using Structured Query Language
- ❖ Performance Optimization of machine learning strategies; used properties of MIMD, Parallel Computing to speed up existing Convolutional Neural Network framework.
- ❖ Training Neural Networks for Image Classification, particularly to classify pictures of cats.
- ❖ Used MapReduce, Hadoop, and Spark with AWS to run classification software on big data.
- ❖ Built an assembler (source code to MIPS); 2-stage pipelined processor using Logisim for a 32-bit Instruction Set Architecture
- ❖ 2048 game with Java
- ❖ Created Maps and Shortest Trip Finder using A*
- ❖ Implemented a board evaluation scheme/heuristic and a “minimax” algorithm with alpha-beta pruning for a game to achieve 100% win rate against humans.