Sherry Fan

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EDUCATION

UC Berkeley (2019-23), B.A. Computer Science ; GPA: 4.0

EXPERIENCE

Intuit — *Software Engineering Intern* MAY 2021 - PRESENT

- Refactoring QuickBooks UI with React to add functional options including filtering, sorting, and marking tasks for accounting customers
- Implementing persistent user preferences for Quickbooks using React and Java Spring Boot with backend database integration through Apollo GraphQL

UC Berkeley — *Undergraduate Instructor (CS61B)* JUNE 2020 - MAY 2021

- Managed technology systems for 1400+ students as part of TA leadership team for computer science course
- Resolved 1000+ student tickets and questions through communication with professors, tutors, and students
- Taught computer science theory, data structures and algorithms, object oriented programming, and other programming concepts in Java
- Supervised tutors and assistants to schedule online coverage and support students during labs
- Authored a textbook of practice problems to strengthen student understanding
- Conducted QA testing for projects, homeworks, and lab assignments

UCSF Medical Center — *Research Assistant* MAY 2019 - PRESENT

- Deployed web-based Unity memory assessment task to virtualize 10,000+ participant trials with MRI hardware integration
- Built a custom-hosted platform (Nexus) on AWS for participant data analytics and collection
- Conducted data analysis (regression, A/B testing, classifiers) with Python/Excel to complete pilot study on first FDA-approved video game treatment (EndeavorRx)

LANGUAGES AND SKILLS

Languages: Python (numpy, pandas), Java (Spring Boot), C, C#, RISC-V and x86 assembly, JavaScript (React, Node)
Technologies: Unity, Linux OS, Git/Github/Gitlab, ROS with Gazebo/PX4 integration

RELEVANT COURSEWORK

Computer Science: Data Structures & Algorithms, Computer Programming, Computer Architecture and Hardware, Artificial Intelligence
Electrical Engineering: Electrical Engineering I/II
Mathematics: Research Statistics and Methods, Calculus, Linear Algebra, Discrete Math
Data Science: Foundations of Data Science

PROJECTS

NASA Leapfrog Lander Competition MAY 2019 - PRESENT

- Directed an engineering team to model and control UAV in a lunar landing environment, including low-level state estimation, trajectory planning, and SLAM through Gazebo
- Optimized and automated routing through application of advanced pathfinding algorithms, improving fuel efficiency by over 50%

Data Science For All (DS4A) MARCH - JUNE 2020

- Spearheaded data science project to label quantitative factors in workplace mental health using multivariate regression & random forest at 90%+ accuracy
- Received training in machine learning algorithms (ML), database design, and statistical methods using Python, Amazon Web Services (AWS), and SQL RDBMS
- Synthesized presentation for 10+ major tech employers regarding mental health improvement plan

US Diplomacy Mapper (Hackathon) JULY 2020

- Won 1st place in for developing interactive mapping web application in the National Museum of Diplomacy
- Integrated and optimized performance for backend Java code including location search/autocomplete, routing algorithms, and clustering by topic keywords
- Designed frontend user web interfaces (UIs) for end-user application support and data visualization with HTML/CSS/JS frameworks

AWARDS

Grace Hopper EECS Scholar (2020), **UC Berkeley Regents & Chancellor's Scholar** (2019)