

Sherry Fan

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EDUCATION

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

EXPERIENCE

UC Berkeley — Head Teaching Assistant

JUNE 2020 - PRESENT

- Managed technology platforms for 1900+ 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 programming, data structures, algorithm development, and other fundamental computer science concepts in Python/SQL/Lisp
- Supervised 100+ tutors to schedule online (Piazza) coverage and support students with code assignments

UCSF Medical Center — Research Assistant

MAY 2019 - PRESENT

- Designed and conducted medical research project on use of virtual reality (VR) in healthcare settings for treatment of memory loss
- Directed 100+ hours of participant training sessions and interviews; scored, coded, and analyzed data from 500+ participants in Python and Microsoft Excel

UC Santa Cruz — Research Intern

MAY 2018 - FEB 2019

- Automated 500+ participant interviews through Python scripts and created novel survey program
- Interviewed participants and gave technical presentation at university-wide research conference

LANGUAGES AND SKILLS

Experienced: Python (NumPy, Pandas, scikit-learn), R (Shiny, tidyverse, ggplot), Java, Microsoft Office

Intermediate: SQL, HTML/CSS, JavaScript (React, Node), Linux

RELEVANT COURSEWORK

Computer Science: Data Structures and Algorithms, Structure and Interpretation of Computer Programs

Electrical Engineering: Designing Information Devices and Systems I/II

Math: Research Methods and Statistics, Calculus, Linear Algebra

Data Science: Foundations of Data Science

PROJECTS

Neurotech @ Berkeley

SEPT 2019 - PRESENT

- Led software engineering team at NeurotechX in programming software solutions for EEG robotics car control
- Coded in Python for feature extraction, classification, signal processing algorithms, test frameworks
- Built classifier at 80%+ accuracy to predict seizures in epileptic patients

Data Science For All (DS4A)

MARCH - JUNE 2020

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

US Diplomacy Mapper (Hackathon)

JULY 2020

- Full-stack engineering for responsive mapping web application in the National Museum of Diplomacy
- Integrated and optimized performance for back-end features in Java including location search/autocomplete, routing algorithms, and clustering by topic keywords
- Designed front-end user interfaces (UI) and user experiences (UX) for end-user application support and data visualization, including mobile optimization

Explorer Game

MAY 2020

- Developed game platform interfaces for multimedia tile-based video game in Java, focusing on object-oriented design (OOD) and test-driven development (TDD)
- Implemented interactive features including pseudo random world generation/NPCs/events, saving/loading, and optimal pathfinding computation

UC Berkeley CS Kickstart

AUG 2019 - CURRENT

- Blueprinted teaching materials for 100+ students in collaboration with curriculum committee and professors
- Designed modules in data science, electrical engineering, and web design

AWARDS

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