

Sherry Fan

sherrysnowf@gmail.com, 510-371-3469
www.linkedin.com/in/sherryfansf
https://sfan95.github.io/

EXPERIENCE

UC Berkeley — Head TA (CS61A)

JUNE 2020 - PRESENT

- Managed online course logistics as part of head TA team for CS61A, a computer science course with 1800+ students
- Held office hours and resolved 1000+ student tickets and questions; taught Python/SQL/Lisp
- Supervised 100+ tutors to schedule online (Piazza) coverage and support students with assignments

UC San Francisco — Research Assistant

MAY 2019 - PRESENT

- Designed and conducted study on VR/AR and long-term memory using Unity-based game (Labyrinth)
- Scored and analyzed data from 500+ participants in Python and Excel
- Ran 100+ hours of participant training sessions and interviews

UC Santa Cruz — Research Intern

MAY 2018 - FEB 2019

- Created novel survey program with Python (PsychoPy) to automate over 100 interviews
- Interviewed participants and presented results at university-wide research conference

PROJECTS

Neurotech @ Berkeley

SEPT 2019 - PRESENT

- Led team of software developers in prototyping EEG-controlled model car, using Python for feature extraction/classification
- Built classifier at 80%+ accuracy to predict seizures in epileptic patients

Data Science For All (DS4A)

MARCH 2020 - JUNE 2020

- Spearheaded data science project to identify relevant factors in workplace mental health using random forest, logistic regression at 90%+ accuracy
- Received training in regression, NLP, other ML methods using Python, AWS, SQL
- Presented mental health improvement plan to 10+ major tech employers

five-eight

MAY 2020

- Created R Shiny web app to predict optimal play strategy in competitive online game Covet Fashion
- Scraped and analyzed data from 5000+ game entries in Python, including keyword frequency and clustering analysis
- Managed user concerns and feedback with over 600+ lifetime users

brk

JUNE 2020

- Designed habit improvement web app using HTML/CSS/JS that aggregates psychological research and provides customized feedback for users
- Maintained active user base with testing for quality assurance and management of user feedback

UC Berkeley CS Kickstart

AUG 2019 - CURRENT

- Led curriculum committee to develop teaching materials for class of 80 incoming freshman women
- Designed modules in data science, electrical engineering, and web design

EDUCATION

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

LANGUAGES

Python (NumPy, Pandas, scikit-learn)
SQL
R (& R Shiny)
Java
HTML/CSS
JavaScript (React)

RELEVANT COURSEWORK

CS61B: Data Structures

CS61A: Structure and Interpretation of Computer Programs

EE16A/16B: Designing Information Devices and Systems

Psych 101: Research Methods and Analysis

Data 8: Foundations of Data Science

Psych 110: Biological Psychology

OTHER SKILLS

Mandarin Chinese
Microsoft Excel

AWARDS

UC Berkeley Regents Scholar (2019): top 2% of students, \$10K scholarship

UC Berkeley CS Scholar (2020): outstanding achievement in CS (for underrepresented minorities)

National Merit Finalist (2019): 99th+ percentile on PSAT

American Chemical Society East Bay Award (2017): 1st place in regional chemistry competition