Brian Levis

blevis@berkeley.edu

brianlevis.com

github.com/brianlevis

linkedin.com/in/blevis

Department GPA: 3.8
Overall GPA: 3.5

Education

University of California, Berkeley | May 2019

B.S. in Electrical Engineering and Computer Sciences

Relevant Coursework:

CS 161: Computer Security
CS 186: Database Systems
CS 188: Artificial Intelligence
CS 194-26: Comp. Photography
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CS 194-26: Multivar. Calc./Lin. Alg.
CS 162: Operating Systems
CS 170: Efficient Algorithms
CS 189: Machine Learning
EE 149: Embedded Systems
EE 16A/B: Information Systems I/II
CS 61A: Programming Paradigms
CS 170: Efficient Algorithms
CS 189: Machine Learning
EE 149: Embedded Systems
CS 162: Operating Systems
CS 170: Efficient Algorithms
CS 189: Machine Learning
EE 149: Embedded Systems
CS 162: Operating Systems
CS 189: Machine Learning
EE 149: Embedded Systems
CS 162: Operating Systems
CS 189: Machine Learning
EE 149: Embedded Systems
CS 162: Operating Systems
CS 189: Machine Learning
EE 149: Embedded Systems

Work Experience

Bloomberg Summer 2018

Software Engineer Intern | Bloomberg Intelligence – Applications Team

Built a Python microservice and JavaScript front-end to create an application on the Bloomberg Terminal

Adobe Summer 2017

Software Engineer Intern | Advertising Cloud – Machine Learning Team

Built tools to evaluate and visualize performance of predictive models used to bid on ads

OpenText Summer 2016

Software Engineer Intern | Analytics – Server Team

Created a Java-based patching tool that was released as part of a product update

Technical Skills

Python | SQL | Java | C | JavaScript | Bash | Go | AWS | Git | Tableau | C | LaTeX | Arduino

Projects and Activities

Berkeley CodeBase | Project Manager

Fall 2017 - Spring 2018

SP '18 – Led a team of 7 student developers to research and implement strategies for setting dynamic price floors for publisher inventory in unified ad auctions

FA '17 – Worked in a team to build a web service for a client, using Django and AWS EB, EC2, RDS, S3 and SQS

Automatic Nerf Sentry Gun

Present

Built a 2-axis Nerf turret with the goal of recognizing faces and targeting moving objects Powered by Arduino, Raspberry Pi

Tweet Runner | CSUA Hackathon | 3rd Place

Fall 2015

Worked in a team of three to build a browser game that responds to the live Twitter stream

Radio Map | CSUA Hackathon | Honorable Mention

Spring 2016

Worked in a team of three to build a location-based radio player and road trip mapper

Volunteer Work

Baltimore City Schools Middle School Robotics and Summer School Program	2013 - 2015
Johns Hopkins Hospital Summer Junior Volunteer Program	2013 - 2014