

Brian Levis

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Education

University of California, Berkeley | May 2019

B.S. in Electrical Engineering and Computer Sciences

Department GPA: 3.7

Overall GPA: 3.4

Relevant Coursework:

CS 161: Computer Security

CS 162: Operating Systems*

CS 170: Efficient Algorithms

CS 186: Database Systems

CS 188: Artificial Intelligence

CS 189: Machine Learning

CS 194-26: Comp. Photography*

EE 126: Random Processes

EE 149: Embedded Systems*

Math 53/54: Multivar. Calc./Lin. Alg.

Physics 7B/C: Physics for Eng. II/III

ME 132: Dynamic Systems

* Fall 2018

Work Experience

Bloomberg

Summer 2018

Software Engineer Intern | Equities – Bloomberg Intelligence

Built a Bloomberg Terminal application to help content publishers better understand readership

Created a Python microservice to process data, and a JavaScript front-end to display charts and visuals

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

Used Bash/Python/Scikit-learn for processing, Snowflake/Hive for storage, Tableau/Zeppelin for dashboards

OpenText

Summer 2016

Software Engineer Intern | Analytics – Server Team

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

Replaced a manual patching process with a simple XML version control system

Technical Skills

Python | SQL | Java | C | JavaScript | Unix | Go | AWS | Tableau | LaTeX | Microcontrollers

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