Bryant Bettencourt

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Education

University of California, Berkeley, *B.A. in Data Science*, 2017-2021
Computer Architecture • Computer Security • Data Structures • Efficient Algorithms • Foundations of Data Science • Machine Learning • Structure and Interpretation of Computer Programs • Machine Learning and Data Analytics • Business Analytics • Principles of Engineering Economics

Skills

Technical Tools:
Assembly • AWS • Bokeh • C • C# • CSS • GoLang • HTML • Java • JavaScript • Object Oriented Programming • Python • MatPlotLib • NumPy • R • Seaborn • SQL • Snap! • Swift • TypeScript • Unity

Other:
English (Fluent), Chinese (Intermediate), Japanese (Intermediate)

Experience

Undergraduate Student Instructor
August 2020 - Present

UC Berkeley EECS Department - CS10
Lead Lab Development and Lab uGSI

- Taught students programming concepts such as recursion, concurrency, algorithms, and object oriented programming in Snap! and Python in both in person and online settings
- Led the development of resource guides for Snap! and Python libraries used by 400+ students
- Debugged and graded over 150 different CS projects in Snap! and Python
- Gave guest lectures to audiences of over 100 students

Software Engineering Intern
May 2020 - December 2020

Geopogo

- Used Unity, C#, and object oriented design to develop GeoPogo's primary software
- Used AWS Cognito to implement log-in security features
- Designed custom HD shaders for textures, converted 100+ textures for HD rendering pipeline

Researcher
January 2018 - May 2020

GamesCrafters

- Researched computational game theory and developed frontend and backend software in research group led by Professor Dan Garcia
- Developed recursive game solvers in Python
- Optimized game solvers in C
- Led the development of Cal Week 2020 website using Vue, Typscript, and HTML that hosted games for users

Classification
July 2019

Machine Learning Project

- Used machine learning to build a handwritten digit classifier
- Trained a recurrent neural net using Python with 60,000 images from the MNIST handwritten digit database

Bearfaced
Fall 2018

Cal Hacks Project

- Made a web app using CSS, HTML, and JavaScript with a Python based back-end using Flask
- Used Google Cloud Vision API as part of the web application