

# Tony Situ

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## EDUCATION

### UC BERKELEY

**BS IN ELECTRICAL ENGINEERING AND  
COMPUTER SCIENCE**  
Expected May 2018 | Berkeley, CA  
Conc. in Software Engineering  
College of Engineering  
GPA: 3.573

## LINKS

Github:// [c2tonyc2](#)  
LinkedIn:// [c2tonyc2](#)

## COURSEWORK

### UNDERGRADUATE

Machine Structures  
Discrete Math and Probability Theory  
Information Systems and Devices  
Artificial Intelligence  
Productive Use of the Unix Environment

(Student & Lab Assistant)

Structure and Interpretation of Programs  
Data Structures

## SKILLS

### PROGRAMMING

Experienced:

Java • Python • Django

Proficient:

C • Shell • Git • JavaScript •

CSS • HTML

Familiar:

C++ • SQL • Ruby on Rails • Bootstrap

## AWARDS

Regents' and Chancellor's Scholar  
Rose Hills Foundation Science and  
Engineer Scholar

## EXPERIENCE

### UC BERKELEY ACADEMIC INTERN | LAB ASSISTANT

Jan 2015 – Present | Berkeley, CA

- Cooperated with staff members to prepare, review, and debug the curriculum.
- Tutored various students to facilitate their understanding of core CS concepts.

### MCORELAB | SOFTWARE ENGINEERING INTERN

June 2015 – Aug 2015 | Reno, NV

- Extended API of OpenStack (Horizon and Nova) to include new features.
- Developed GUI and web framework for a memcached management platform.
- Automated product installation and patching on remote servers.
- Scripted vNIC attachments and vCPU affinity assignments for virtual instances.
- Adapted ini file parser to allow users to customize default cloud configuration settings and launch parameters for instances.

### AIR QUALITY SENSORS | UNDERGRADUATE RESEARCH APPRENTICE

February 2016 – May 2016 | Berkeley Institute of Data Science

- Collected telemetry from Manylabs air quality sensors and ran raw data comparisons against EPA readings to measure the difference in performance.
- Applied algorithms on the Manylabs sensors to improve accuracy of the data to best match the control (EPA) reducing error to within acceptable margins.
- Visualized the data and allowed users to query for local information.

## PROJECTS

### 24

- Developed a GUI for the popular card game 24 using Java stdlib.
- Includes an algorithm designed returns all possible permutations of a solution for any randomly given set of cards.

### CABINET

- A file system utility, built with Python, designed to allow users to quickly sort messy directories or manage files.
- Included CLI with various options/arguments to offer additional flexibility.

### MTG ARCHETYPE ANALYSIS

- Developed a Scrapy spider and scheduled a cron job to routinely scrape domains and update data on the meta.
- Web app built using Django which handled data from the spider and users.
- Built backend for data representation, analysis, and comparison.
- Used D3 to visualize percentage distributions for specific queries.

### AIR QUALITY WEB APPLICATION

- Oversaw data analysis, framework, and integration of back-end with front-end.
- Wrote programs to pre-process air quality data from EPA CSV files.
- Developed the appropriate Django models and forms to administer survey.
- Stored responses in a database for future investigation.