Tony Situ

http://c2tonyc2.github.io
c2tonyc2@berkeley.edu | 626.586.2458

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

Structure and Interpretation of Programs
(Lab Assistant)
Data Structures
(Lab Assistant)
Machine Structures
Discrete Math and Probability Theory
Information Systems and Devices
Artificial Intelligence
Productive Use of the Unix Environment

SKILLS

PROGRAMMING

Experienced:
Java • Python • Django
Proficient:
C • Shell • Git • JavaScript •
CSS • HTML
Familiar:
C++ • SQL • Ruby on Rails • Bootstrap

EXPERIENCE

UC BERKELEY ACADEMIC INTERN | Lab Assistant

Jan 2015 – Present | Berkeley, CA

- Assisted in the development of a robust program to automatically grade assignments for undergraduate CS courses.
- Cooperated with other staff members to prepare, review, and debug course programs and class projects.
- Tutored various students to facilitate their understanding of core CS concepts.

MCORELAB | Software Engineering Intern

June 2015 – Aug 2015 | Reno, NV

- Extended API of the OpenStack Project (Horizon and Nova) to include various new user tools.
- Led the development of GUI and web framework for a memcached management platform.
- Automated product installation and patching on remote servers with Shell/Batch to ensure seamless user experience.
- Scripted SR-IOV vNIC attachments and one-to-one vCPU affinity assignments to take advantage of 10 Gigabit Ethernet.
- Adapted ini file parser to allow users to customize default cloud configuration settings and launch parameters for instances.
- Implemented a flat file database for users to store and display information about connected compute nodes.

AIR QUALITY SENSORS | Undergraduate Research Apprentice

Februrary 2016 - Present | Berkeley Institute of Data Science

- Collecting telemetry from various air quality sensors and run comparisons against EPA readings as a baseline.
- Applying machine learning algorithms on the sensor data to improve data to best match the control (EPA).
- Visualizing data and make it publicly accessible as a web application.

PROJECTS

24

- Developed a GUI for the popular card game 24 using desktop graphics and the Java Standard Library.
- 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 file management.
- Command line utility included with a variety of options/arguments to offer additional flexibility.

AWARDS

2014 Regents' and Chancellor's Scholar
2014 Rose Hills Foundation Science and Engineer Scholar