

Calley Wang

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EDUCATION

University of California, Berkeley

2013 – 2017 (expected)

- Computer Science
 - GPA: 3.6
 - Relevant coursework: Machine Structures (ongoing), Data Structures, Structure and Interpretation of Computer Programs
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SKILLS

Proficient: **Java, Python**

Experienced: **3ds Max, Maya, Scheme, C#**

Learning: **C, MIPS, HTML5/CSS**

EXPERIENCE

Areesys Corp.

June - August 2012

Intern

- Developed communication software in C# for thin film fabrication equipment
- Worked with mentor to understand business practices and computer networking protocols

U.C. Berkeley

January - August 2014

Lab assistant (Structure and Interpretation of Computer Programs)

- Mentored students during lab instruction sessions
- Tutored students one-on-one outside of regular class hours
- Prepared and revised programming assignments before release to students

Monta Vista High School FIRST Robotics Team

September 2011 – June 2013

Animator

- Created 3D animations promoting work safety and STEM education
 - Built and animated models with 3ds Max
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PROJECTS

MapReduce puzzle solver

October 2014

- Developed a breadth-first solver for sliding puzzles using MapReduce in the Apache Spark framework
- Optimized the algorithm to run in parallel on clusters of Amazon cloud servers

Game tree search

March 2014

- Implemented game tree search and minimax algorithm in Java to create an AI for the board game Network

Scheme interpreter

November 2013

- Built an interpreter in Python that executes Scheme code by reading tokens from input, evaluating them as expressions, and outputting to terminal