Calley Wang

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Education

University of California, Berkeley

2013 - 2017 (expected)

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

Skills

Proficient with: Java, Python

Experience with: 3ds Max, Maya, Scheme, C#

Learning: C, MIPS, HTML5/CSS

Experience

Intern June - August 2012

Areesys Corp.

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

Lab assistant January - August 2014

U.C. Berkeley Structure and Interpretation of Computer Programs

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

Animator September 2011 – June 2013

Monta Vista High School FIRST Robotics Team

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

Projects

Game tree search March 2014

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

Scheme interpreter

November 2013

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