Carlos Flores

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Education

B.A. in Computer Science
at **University of California, Berkeley**
graduation: Fall 2016

Projects

Nerual Network Optimization (C)

Worked on optimizing an existing neural network by using cache blocking techniques, and extensions such as SSE Intrinsics and Intel AVX.

Graph API - Trip Finder (Java)

Wrote a Graph API used to create a trip finder using vertices as locations and edges as roads. I worked with variations of Depth-first Search and Breadth-first Search implementations as well as Dijkstra's Algorithm and A* (A-star).

File Compressor (Java)

Made a program that compresses files and directories using huffman encoding algorithms.

CPU, Assembler and Linker (Logism, MIPS, C)

Worked on different projects with the goal to simulate a computer using a RISC-V processor and build each part of the process to interpret binary instructions.

Computing Skills

Java	●●●●●
python	●●●●○
Javascript, html, css	●●●○○
C, PostrgreSQL	●●○○○
MIPS, Spark, OpenMP, SSE	●○○○○

Work

Undergraduate Student Instructor for CS10 (December 2014 - Present)

I work as a TA for CS10 (The Beauty and Joy of Computing) at Berkeley. My duties involve leading lab sections as well as weekly discussion. CS10 is a class designed for non-majors to explore Computer Science. We teach students using a programming language called Snap! (Similar to MIT's Scratch). It is exciting to be part of a team that shapes a class currently taken by thousands of people through edX.

Emarketing Intern at Fanatics Inc. (June 2015 - August 2015)

I interned for an Ecommerce sports retail company that powers hundreds of websites. I worked on different projects, a sales visualization using CartoDB (a maps platform) and generating keyword suggestions through Google's AdWords API and Keyword Query Reports.

Classes

CS188: Artificial Intelligence

CS170: Algorithms

CS61B: Data Structures and Algorithms

CS61C: Machine Structures