

CATHERINE GEE

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EDUCATION

University of California, Berkeley
Bachelor of Arts – Computer Science

August 2018 - May 2022

PROJECTS

The Data Science of Kpop (Who really is the best?)

Series of data visualizations on Korean music charts. Scraped digital charting data from the Gaon music website. Uses libraries beautifulsoup, pandas, seaborn and matplotlib. (Ongoing, currently collects data from roughly 7 years of chart data and basic data analysis.)

"Minesweeper"

Developed a 2d game in java in which a character traverses a world to collect coins after pressing a switch that gets rid of lava. Involves random world generation, save system, and replay functionality (additionally the game is also supported in Spanish).

EXPERIENCE

CS Kickstart, Berkeley

Head TA, Curriculum Developer

August 2018 - Present

- Assist in developing a final project for the next cohort of girls for a one week introductory program in CS.

CS61a, Berkeley

Academic Intern

January 2019 - Present

- Current lab assistant for CS61a, the introductory CS course. Furthers students knowledge of topics such as higher-order functions, environments, and recursion in both lab and office hours.

SWE High School Engineering Program, Berkeley

Mentor

January 2019 - Present

- Mentor female identifying high school students in engineering field such as bioengineering, civil engineering, and computer science under the Society of Women Engineers. Created a small scale bioengineering project for a group of high schoolers to complete involving water purification.

SKILLS AND RELEVANT COURSEWORK

Languages & Packages

Python (Pandas, Seaborn), Java

Software & Tools

MS Office, Adobe InDesign, Fusion 360

ACHIEVEMENTS

Greatest Impact Award at the 2019 Berkeley ISPE Hacking Human Health Hackathon