

# CATHERINE GEE

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## EDUCATION

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**University of California, Berkeley**  
Bachelor of Arts – Computer Science

*August 2018 - May 2022*

## PROJECTS

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### **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

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### **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

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**Languages & Packages**  
**Software & Tools**

Python (Pandas, Seaborn), Java  
MS Office, Adobe InDesign, Fusion 360

## ACHIEVEMENTS

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