

## Fendy Soegiono

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<b>Objective</b>	To obtain a Summer internship.	
<b>Education</b>	University of California, Berkeley B.S. in Electrical Engineering and Computer Science	Expected May 2016
	Diablo Valley College, Pleasant Hill, CA A.A. with honors in Mathematics (3.9 GPA)	Fall 2011 – Spring 2014
<b>Experience</b>	Logix Network – Yogyakarta, Indonesia <i>Intern, Technical Support Engineer</i>	June – July 2013
	<ul style="list-style-type: none"><li>• Pre-installed and debugged Windows and Linux operating systems.</li><li>• Used an Oracle database to create a server-client network.</li><li>• Assisted Project Manager with the installation of this network.</li></ul>	
	Engineering Student Council – Pleasant Hill, CA <i>Project Manager</i>	September – November 2012
	<ul style="list-style-type: none"><li>• Coordinated a team of 20 students and volunteers to ensure timely project completion.</li><li>• Researched parts and tool kits to make go-karts run automatically.</li><li>• Outfitted Umigo's go-kart with an automatic accelerator and break system.</li></ul> <i>ICC Representative</i> <ul style="list-style-type: none"><li>• Promoted the Engineering Student Council on campus and increased its membership from 9 to 37.</li><li>• Organized weekly project presentations to the student government to facilitate reimbursement of funds to the ESC and ICC.</li></ul>	
<b>Academic Project</b>	• Ants vs. SomeBees – used Python to implement an object-oriented algorithm for a tower defense game.	Fall 2014
	• Trends – used Python to generate and develop a geographical visualization of Twitter data across the U.S.	Fall 2014
	• Security System – used C# to generate and implement an algorithm for a password security.	Fall 2014
	• Scheme Interpreter – used Python to build scheme reader and evaluator with team of two.	Fall 2014
	• Hog – used Python to develop a simulator and multiple strategies for an online dice game called Hog.	Fall 2014
<b>Relevant Courses</b>	CS61B: Data Structures University of California, Berkeley	Spring 2015
	• Use Java language to develop program design techniques.	
	CS170: Efficiency Algorithms and Intractable Programs University of California, Berkeley	Spring 2015
	• Develop design and analysis of an efficient program design algorithms.	
	CS61A: Structure and Interpretation of Computer Programs University of California, Berkeley	Fall 2014
	• Used Python to minimize aspects of program complexity such as functional programming, data abstraction, and object-oriented programming.	
<b>Skills &amp; Interests</b>	<ul style="list-style-type: none"><li>• Proficient in Java, UNIX/Linux, Python, SQL, Scheme, C++, C#, MATLAB, and HTML</li><li>• Proficient with Microsoft Office and iWork</li><li>• Fluent in written and spoken Indonesian and Javanese</li><li>• Dragon and Lion Dance performance (6 years); Sound System Technician at IFGF Pinole Church (2 years)</li></ul>	