

CRISOSTOMO DUNN

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UC BERKELEY Berkeley, CA Bachelor of Arts in Computer Science and Applied Mathematics Expected May 2027
Cumulative GPA: 3.7/4.0 Relevant Coursework: Probability and Random Processes, Signals and Systems, The Structure and Interpretation of Computer Programs (Python, Scheme, SQL), Principles & Techniques of Data Science, Data Structures (Java), Deep Learning for Visual Data (Pytorch), PyEarth: A Python Introduction to Earth Science, Operating Systems

ACTIVITIES

CS70 COURSE STAFF, UC BERKELEY Berkeley, CA Reader Aug 2024 – Present • Hold office hours for 2 hours each week, giving personal help to students. • Help lead biweekly discussion sections for 20+ students.

OZER LAB Berkeley, CA Student Researcher Aug 2025 – Present • Support YPAR efforts within the San Francisco Unified School District to integrate Youth Participatory Action Research evidence in school/district decision-making processes by developing and facilitating YPAR workshops

COMPUTER SCIENCE MENTORS Berkeley, CA Junior Mentor Aug 2024 – Present • Mentor 5 students in UC Berkeley's Python-based introductory Computer Science course. • Teach biweekly sections focusing on Python, data structures and OOP, hosted exam reviews.

BE A SCIENTIST Berkeley, CA Member Aug 2025 – Present • Guided 7th graders through the experimentation process, from forming a testable question to presenting findings

SEEKERS ALLIANCE Berkeley, CA Intern Aug 2025 – Present • Wrote a script to automate website scraping • Handle product promotion on social media.

OPEN PROJECT Berkeley, CA Member Jan 2024 – June 2025 • Worked with 5 other members to improve scripts for Notify.careers, a website that helps people find jobs. • Used Nomanatim, spaCy Entity Recognizer, and Google's geocoding api to scrape and clean location data from websites.

CENTRO LATINO San Francisco, CA Volunteer Jan 2019 – Jan 2021 • Supported community dining room operations and meal preparation.

PROJECTS

PINTOS | C, Pintos OS Oct 2025 • Implementing Pintos OS. • Designed user-mode process loader (exec) and process lifecycle management via wait/fork, including argument passing and file descriptor isolation

BUILD YOUR OWN WORLD | Java, IntelliJ, Truth Library, Git Nov 2024 • Designed and implemented a procedural world generation engine, creating dynamic and explorable environments. • Implemented save and load functionality using text files, allowing users to persist and restore game states. • Coded an A* Algorithm for pathfinding.

SPAM CLASSIFIER | Python, Pandas, NumPy, Matplotlib, Seaborn Oct 2024 • Deployed a Logistic Regression model incorporating diverse features for spam email classification.

ONE SHOT CLASSIFIER | Google Colab, PyTorch Mar 2024 • Implemented YOLO model with a feature backbone and task specific head to score .6 IOU on the Pascal VOC dataset.