

## Objective

Inquisitive, driven student with interests in backend software engineering, RTL design/verification, and CS theory. Seeking an internship or research position that will allow me to leverage and improve my skills in problem-solving, collaboration, and software development.

## Education

**University of California, Berkeley**

B.S., degree anticipated 2021

**Major:** Electrical Engineering and Computer Science

**GPA:** 4.00

\* In Progress

CS Courses: Structure and Interpretation of Computer Programs, Data Structures, Discrete Math and Probability Theory, Computer Architecture\*, Algorithms\*, Intro to AI\*, Intro to Teaching CS

EE Courses: Designing Information Devices and Systems I/II

## Experience

**Oski Technology** | Formal Verification Intern (Summer 2018) | [oskitechnology.com](http://oskitechnology.com)

- Wrote test plan and coded checkers and constraints to formally verify an RTL design
- Utilized HDLs such as Chisel and SystemVerilog and tools such as JasperGold for formal verification
- Collaborated in person and remotely on test bench development and code with coworkers in multiple countries

**U.C. Berkeley Computer Science Department** | Undergraduate Student Instructor, CS 61A (Fall 2018)

- Teach weekly 90-minute discussion sections and labs for 30+ students and host office hours for CS 61A (programming fundamentals course)
- Create and review course content including exam questions, discussion slides, lab assignments, and supplementary materials

## Skills

- **Programming:** Python, Java, (System)Verilog; tools such as Git and SVN
  - Familiar with HTML/CSS, JavaScript, SQL, Scala, Chisel, Scheme, NumPy
- **Language:** English (native), Korean (working proficiency), Spanish (elementary proficiency)

## Activities and Awards

**Pioneers in Engineering** | Staff Member (2017–18) and Project Manager (2018–19) | [pioneers.berkeley.edu](http://pioneers.berkeley.edu)

- Lead project team in developing software that manages robotics competition UI elements and field state
- Utilized LCM communications protocol in Python to build interprocess and interdevice communication into the field control state machine
- Designed and implemented robotics competition scoreboard using HTML and JavaScript
- Worked with Business Operations group to raise funds towards an over \$50,000 budget by contacting and gaining sponsorships from local companies

**Computer Science Mentors** | CS 61A Junior Mentor (Spring 2018) | [csmberkeley.github.io](http://csmberkeley.github.io)

- Held weekly group tutoring sessions
- Met with students individually to provide extra support

**U.C. Berkeley Computer Science Department** | Academic Intern, CS 61A (Spring 2018)

- Tutored and assisted students in labs and office hours

**Game Design Club** | Co-founder (2015) and president (2016–17)

- Guided members in developing games for iOS/Android in Unity
- Collaboratively released games on Google Play Store

**ACE Coding** | Volunteer (2014), Teacher (2016–17) | [acecoding.org](http://acecoding.org)

- Volunteered to teach principles of coding through Scratch and Java to over 25 local middle schoolers in weekly after-school program
- Helped run “Code Day” event with several hundred participating

**U.C. Berkeley College of Engineering** | Dean’s List (Fall 2017–Spring 2018)

**U.C. Berkeley** | Edward Frank Kraft Award for Freshmen (Fall 2017)

**National Merit Finalist** (2017)

**Candidate, U.S. Presidential Scholars Program** (2017)