

Chon Seng (Peter) Che

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Education

University of California, Berkeley

Expected December 2019

Bachelor of Science in **Electrical Engineering and Computer Sciences**

GPA: **3.9**

Coursework: Artificial Intelligence*, Machine Learning*, Data Science*, Efficient Algorithms, Computer Security,

Internet Architecture, Machine Structures, Data Structures, Discrete Math and Probability

*=In Progress

Experience

Eta Kappa Nu EECS Honor Society, Mu Chapter Bridge Officer

May 2018 – Present

- Held tutoring hours 2 hours a week for students who need advice or tutoring in EE and CS courses.
- Led a 2-hour web development workshop for 20+ interested high school students.
- Recorded 30+ events and created videos throughout the semester. Created the 2018 Mu Chapter Yearbook.

Freelance Web Developer

Dec 2012 – Aug 2015

- Designed a basketball team website with PHP in MVC pattern and JavaScript. Built and maintained the match schedule, results, news feed and team roster database with MySQL.
- Developed a chemistry club website with PHP and JavaScript to show news feed, event photos, experiment reports, instructions, schedules, and more. Designed with RWD and mobile first approach.

Macau PCMS Student Association Vice President, Webmaster

Jan 2013 – Jan 2015

- Organized and built systems for used book selling event, intraschool and interschool singing contests, and more.

Projects

Students' Bus Assignment Algorithm (*Python*)

- Designed a greedy and LP algorithm that outputs a bus assignment which maximized the happiness of the students given a friend relation graph, rowdy groups, the number of buses and constraints.
- Ranked 5th out of 306 groups in CS 170, the upper division efficient algorithm course.

Bear Maps 3.0 (*Java*)

- Developed the backend for the web mapping application with Java, Apache Maven, and OpenStreetMap data.
- Implemented map raster, routes search with A*, auto-completion with Tries, and places search with HashMaps.

4Gravity (*JavaScript*)

- Developed a multiplayer standalone mobile game inspired by the board game "Connect Four".
- Enforced the rules and winning conditions in JavaScript and only allowed players to make a move that is connected with one of the four sides of the board.
- Used LocalStorage for autosave, Application Cache to run offline

Used Book Selling System (*PHP, SQL, JavaScript*)

- Developed a web application with Responsive Web Design (RWD) to search book with the best price, track book sale, manage seller profit, handle unsold books, and more.
- Over 700 transactions and 1500 books have been recorded since 2014.

Singing Contest Marking System (*PHP, SQL, JavaScript*)

- Developed a web application for judges to grade 200+ singers on tablets and handle 4000+ scores in backend.
- Automatically created 200+ accounts to allow singers to view their own score and rank to increase transparency.

Skills

Languages

Python, Java, JavaScript, C, C++, SQL, RISC-V, PHP, Go, HTML, CSS

Frameworks/Technologies

Git, jQuery, Foundation, React, Webpack, Sass, CakePHP