Christian Dennis

6399 Christie Avenue #216, Emeryville, CA 94608 | 925 765 8896
christiandennis11@gmail.com | christiandennis.net | linkedin.com/in/christian-dennis-152b04b1

Education

University of California, Berkeley	Berkeley, CA
Bachelor, Electrical Engineering and Computer Science **GPA 3.53**	August 2014 – May 2016
Diablo Valley College	Pleasant Hill, CA
Associates Degree, Mathematics **GPA 4.00**	June 2012 – May 2014
Engineering and Computer Science Coursework	

Skills

OS : OSX, Linux, Windows
Programming Languages: Python, Java, C, C++, HTML, CSS, JavaScript, SQL, Matlab
Others: Git, Android Studio, Ruby on Rails, JQuery, React, Photoshop, Illustrator
Language: Fluent in written and spoken Indonesian

Experiences

Software Engineer at Helpio — Berkeley, CA
http://www.helpio.xyz/ — October 2015 – April 2016
Developed The Helpio Android Application from ground up
- Managed consistency between frontend and backend as the server being developed and new bugs discovered
- Collaborated closely with iOS, web, and backend teams
- Designed the application both for aesthetic and usability
- Maintained and merged the works across the android team

Software Engineer Intern at Bornevia — Jakarta, Indonesia
https://www.bornevia.com — June 2015 – August 2015
Developed The Bornevia Android application from ground up
- Worked in agile environment for fast development
- Applied Asynchronous Programming to achieve smooth User Experience
- Maintained and merged the works across the android team
- Implemented Socket.IO to achieve RealTime

Projects

Subtitle Downloader (https://github.com/christiandennis/SubtitleDownloader) — September 2016
- A script to automatically download subtitles for movies in a directory and its subdirectories
- Written in Python, uses The SubDb api, available on HomeBrew
- Maintains a cache to avoid searching subtitle for a movie more than once in multiple run

StudyGroup (http://thestudygroup.herokuapp.com) — Fall 2015
- A platform where users can find/host a group to study together
- Designed APIs and database for efficiency
- Led the frontend development in the fast-paced agile methodology
- Continuously developed and adjusted features/implementation of the app as the application grew
- Managed application deployment

Artificial Intelligence Pacman (CS188) — Fall 2015
- Implemented and adjusted uninformed and informed (with heuristics) search to solve Pacman
- Developed learning Pacman agent with Reinforcement Learning

Database Systems (CS186) — Fall 2015
- Developed a query optimizer in SimpleDB
- Developed a recovery system (from crash) in SimpleDB

Pintos (CS162) — Spring 2016
- Developed an efficient scheduler for Pintos Operating System
- Implemented system calls to support user programs
- Implemented file system to avoid fragmentation with support for both small and large files

Coursework

- Computer Security
- Structure and Implementation of Computer Program
- Efficient Algorithm and Intractable Program
- Artificial Intelligence
- Program Design and Data Structure
- Operating System and System Programming
- Discrete Mathematics and Probability Theory
- Software Engineering
- Database Systems