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Christopher Dunn

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EDUCATION

University of California Berkeley *August 2011 – Present*

- Applied Math, Computer Science Concentration, May 2015
- 3.1 GPA

Relevant Coursework

- Data Structures
- Artificial Intelligence
- Linear Algebra
- Real Analysis
- Structure and Interpretation of Computer Programs
- Computer Architecture and Machine Structures
- Discrete Mathematics
- Numerical Analysis

WORK EXPERIENCE

Software Engineer, Intern at Guidewire Software, Inc. *June 2014 – August 2014*

- Developed a web app from start to finish and designed both the back end and the UI of the project.
- The finished app helps analysts by automating a 10-hour weekly process on Excel and making it look more intuitive.
- Used JavaScript, Angular, HTML, and Git extensively over the course of the 10-week program.

Student Caller, Cal Calling Center *July 2013 – February 2014*

- Reached out to the alumni base to raise around $5,000 for student and athletic programs and campus development.

LEADERSHIP EXPERIENCE

External Vice President of Kappa Alpha Order *November 2012 – November 2013*

- Responsible for all external affairs with the fraternity and primary liaison to the university.
- Worked with the other eight officers to run and manage a house of over 85 brothers, the largest at UC Berkeley.

Social Chair of Kappa Alpha Order *August 2012 – November 2012*

- Managed budgets in excess of $15,000 for fraternal activities while working with third party vendors and organizations.

PERSONAL PROJECTS

Combinations Library (JavaScript) *August 2014*

- Built an open source library that returns all the combinations of a number of categories and a list of possible values for each category.
- Used to make test cases for JavaScript programs arbitrary and random.

CLASS PROJECTS

Image Recognition Project (C) *February 2014*

- Would flip, rotate, transpose, and translate a template image onto a given image to determine the closest match between all the template images and the given image.

Map Reduce Project (Java) *March 2014*

- An AI that solves the game of connect four by using minimax to traverse the game tree of possible moves.
- Uses Hadoop's capabilities to traverse the game tree in parallel to significantly reduce the AI's runtime.

Graph Package and Clients (Java) *November 2013*

- Created a Graph data structure implementing generic, depth-first, and breadth first traversals for the graphs.
- Implemented an A* search algorithm for the graphs.
- Created a trip planning client for the package that, when given a number of roads and locations, can find the shortest route to the given destination from the given origin.

TECHNICAL SKILLS

Java, JavaScript, C, Python, Matlab, HTML, Objective C, Cocos2d

HOBBIES

Soccer, running, skiing, gaming (ranging anywhere from card and board games to video games)