# **Cindy Tung**

cindytung@berkeley.edu | 480-295-1479 | github.com/cindytung

# **EDUCATION**

# University of California, Berkeley B.A. Computer Science

May 2018

Data Structures, Machine Structures, Discrete Math and Probability, Artificial Intelligence, Algorithms, Databases, Internet Architecture, Operating Systems

#### **EXPERIENCE**

# Innovative Design Web Developer

Sept 2015 – Present

- Collaborating with an on-campus group to implement responsive UI and design for client websites.
- Using React, HTML/CSS, and JavaScript to design and develop websites.

### Google Software Engineer Intern

May 2017 – Aug 2017

- Used FlumeJava and FlumeC++ on the Gmail Intelligence team to collect metrics and training data for two pre-launch Gmail features.
- Used Tensorflow to improve the Highlights feature in Inbox by introducing frequency weighing for different types of message interactions (read vs. open).
- Investigated various severs involved with returning contacts suggestions in Inbox Android to improve the out-of-office experience by proactively showing recipients with vacations settings turned on.

# Google Engineering Practicum Intern

May 2016 – Aug 2016

- Worked with the Earth Engine team (https://earthengine.google.com/) to develop a least-cost path-tracing tool that allows users to write scripts and interactively trace paths between sources. Meetings were held with various engineers on the team to discuss the project architecture and made several demos throughout the internship during team meetings.
- Requested floating point data from the servers, integrated the buffers with Earth Engine map tiles by manipulating calls to the Maps API, used the data and the Earth Engine API to algorithmically calculate the shortest paths, and dynamically displayed the paths between sources to users.

#### LEADERSHIP

# ANOVA Professional Development Officer

Jan 2017 – Present

- Supporting the under-represented and under-resourced community in the Bay Area by mentoring local high school students and teaching basic CS principles.
- Organizing workshops (technical and creative) and panels to help students on campus improve their professional relations and creative skills.

#### Institute of Electrical and Electronics Engineers Industrial Relations Officer

Sept 2015 – Jan 2016

- Helped coordinate info sessions, tech talks, and the bi-annual startup fair for UC Berkeley students.
- Assisted in setting up connections and networks between campus organizations and tech companies.

# **PROJECTS**

# Calendar Analytics github.com/MaxFangX/calendar-analytics

- Working with three developers and a designer to create a platform that aggregates Google Calendar data and analyzes trends and times spent in various categories.
- Using Django and Angular.js to aggregate data over users' various calendar accounts and color/event categories in each account, and D3.js to display the charts and graphs.

#### Cal Lightweight Crew Website github.com/InnoD-WebTier/calwtcrew

- Created the website for Berkeley's Lightweight Crew team.
- Used React to design and display team schedules, rosters, photos, and more.

#### **SKILLS**

Proficient with: Java, C++, Python, JavaScript, HTML/CSS Experience with: React, C, C#, Angular.js, Android Studio