Charles **Hager**

Website : clhager.github.io
clhager@berkeley.edu | (914) 609-1957

EDUCATION

UC BERKELEY
May 2019 | Berkeley, CA
Cum. GPA: 3.6 / 4.0

EL. ENGINEERING
& COMPUTER SCIENCE
College of Engineering
Major GPA: 3.85 / 4.0

MINOR IN MECH ENGINEERING
College of Engineering
Minor GPA: 3.74 / 4.0

LINKS

Github:// clhager
LinkedIn:// charles-hager-914b54135

SKILLS

General:
Java • Python • C • C# • Git
Assembly • MySQL • MATLAB • LaTeX
Web Dev:
PHP • HTML • CSS • Apache • JS
CAD and other software:
Unity3D • Maya • SolidWorks • Fusion360
El. Engineering:
Microcontrollers • Oscilloscopes
Multimeters • Sensors • Soldering

COURSEWORK

EL. ENG & COMPUTER SCIENCE
Data Structures
Machine Structures
Discrete Mathematics & Probability
Information Devices and Systems I
3D Modeling and Animation

MECH ENGINEERING
Thermodynamics
Statics and Mechanics of Solids
Dynamic Systems and Feedback

ENGINEERING
MATLAB Programming for Engineers
3D Visualization for Design
3D Modeling for Design

EXPERIENCE

WENLIN | Web Developer
May 2019 - August 2019 | Berkeley, CA (Remote)
PHP • Apache • MySQL • GitLab

- Worked with a team of interns to resolve issues and develop new features for the Wenlin site, communicating through Skype and Slack

DENJEAN ET ASSOCIÉS | IT Intern
May 2016 – July 2016 | Paris, France

- Designed mathematical models to estimate costs of employee turnover, time until a new employee is profitable, etc.
- Created online forms for HR questionnaires, applications, etc. connected to analysis models to replace the paper forms

ADVANCED POLYMER, INC. | Chemical Engineering Internship
May 2015 – June 2015 | Carlstadt, NJ

- Worked in quality control to verify pH, solids content (%), etc. of chemical samples
- Produced and tested various chemical formulas for effective stain and water resistance on an array of textiles, including acrylic, cotton twill, nylon, polyester, etc. as well as concrete

PERSONAL PROJECTS

16-BIT COMPUTER
Logisim • Java
Used the design software Logisim to develop a working 16-bit computer simulation. The computer has its own machine code and a basic language with a compiler (written in Java) in the works. Supports function calls, basic recursion, and basic objects. Project page here and Github Repo here.

STUDENT GROUPS

BERKELEY HYPERLOOP (BLOOP)
January 2015 – Present | Berkeley, CA
SolidWorks • Fusion360

- Competed at the SpaceX Hyperloop competition in Hawthorne
- Wrote the UCB Hyperloop design log, detailing the features and design of the pod and worked on the construction of the pod

CALSOLAR VEHICLE TEAM
September 2015 – August 2016 | Berkeley, CA
SolidWorks

- Lead on metal and weld sourcing; researched and found new, cheaper companies to purchase metals from and hire outside welders
- Worked on the Solar Car in the machine shop; assembled the jig to assess damage; inspected for small surface cracks using penetration inspection