

# CAMILLE HUANG

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## PROFILE

A Master of Molecular Science and Software Engineering student at UC Berkeley with excellent analytical and problem solving skills looking to develop a career in software engineering.

## WORK EXPERIENCE

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|------------------------------|---|
| February 2021<br>- July 2021 | <b>Software Intern</b> , Nvidia Corporation <ul style="list-style-type: none"><li>-Use Pybind11 to create Python bindings for the DeepStream SDK to expose the C++ source code to a Python interface</li><li>-Work with clients to understand their requirements and implement new functionalities to exceed their expectations</li></ul>   |
| June 2019<br>- June 2020     | <b>Undergraduate Researcher</b> , Department of Computer Science and Department of Human Genetics, University of California, Los Angeles <ul style="list-style-type: none"><li>-Work in a team to develop and validate models for analyzing genome-wide association studies to boost the predictive power of polygenic risk scores</li><li>-Design and execute experiments around the acquisition and analysis of large sets of data</li><li>-Present findings to the UCLA community at a scientific poster session as a part of UCLA's Bruins in Genomics Research Program</li></ul> |
| September 2016<br>- present  | <b>Private Tutor</b> <ul style="list-style-type: none"><li>-Teach high school and college students general and organic chemistry as well as pre-calculus and calculus.</li><li>-Communicate complex concepts and processes in both one-on-one and group settings</li><li>-Help students develop organization skills and study strategies optimized for their individual learning styles</li></ul>   |

## EDUCATION

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|--------------------------|---|-------------------|
| Aug 2020 -<br>present    | <b>University of California, Berkeley</b><br>Master of Molecular Science and Software Engineering<br><b>Relevant Coursework:</b> <ul style="list-style-type: none"><li>- Foundations of Programming and Software Engineering</li><li>- Introduction to Software Engineering Best Practices</li></ul>  | <b>GPA: 4.000</b> |
| Sept 2018 -<br>June 2020 | <b>University of California, Los Angeles</b><br>B.S. in Chemistry with a minor in bioinformatics<br>Summa Cum Laude<br>Departmental Highest Honors<br><b>Relevant Coursework:</b> <ul style="list-style-type: none"><li>-CS 31: Introduction to Computer Science I<br/>Basics of computer science theory and object-oriented programming using C++</li><li>-CS 32: Introduction to Computer Science II<br/>Object-oriented view of data structures and algorithm analysis</li><li>-STATS 100A: Introduction to Probability<br/>Axioms of probability, random variables, vectors, and expectation</li><li>-CS CM122: Algorithms in Bioinformatics and Systems Biology</li><li>-CS 180: Introduction to Algorithms and Complexity</li></ul> | <b>GPA: 3.947</b> |

## SKILLS

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|--|---|
| -Object-oriented analysis and design             | -Fast and committed learner   |
| -C++, Microsoft Visual Studio                    | -Graphic Design and animation using Adobe Photoshop, Illustrator, and After Effects |
| -Python, Pycharm, Jupyter Notebook               | -Microsoft Excel, PowerPoint, Word  |
| -Experience working in a Linux environment       | -Strong verbal and written communication skills                                     |
| -Excellent analytical and problem solving skills |   |