

CICI HUANG

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OBJECTIVE

Self-motivated college student seeking a software engineer intern position to gain industry experience in a fast-growing tech company that enables me to efficiently contribute my programming skills to the growth of the organization

EDUCATION

University of California, Berkeley

Berkeley, CA

GPA: 3.6 B.A. Computer Science

Expected Graduation: May 2021

Coursework: Structure and Interpretation of Computer Programs, Data Structures, Machine Structures, Efficient Algorithms and Intractable Problems, Artificial Intelligence, Database Systems, Discrete Math and Probability Theories, Linear Algebra & Differential Equations, iOS Development, Principles and Techniques of Data Science

SKILLS

Programming Languages: Python, Java, C, JavaScript, HTML, CSS, SQL, Swift

Framework and Tools: IntelliJ, Eclipse, Git, Xcode, Jupyter Notebook, Docker

EXPERIENCES

Mobile Developer | MealSavvy

Berkeley, CA | September 2018 – Present

- Develop a Social Media platform that enables users to interact with other users' transaction records in Swift using RESTful APIs for MealSavvy, an iOS app providing meal plans for 5.2K Berkeley students at 50+ local restaurants
- Use Sketch and Adobe XD to re-design and improve the consistency of the current user interface

Mobile Developer | PediaCam

Berkeley, CA | March 2018 – Present

- Build an iOS app in a team of five for PediaCam, an intelligent camera app that helps physicians diagnose ear infections
- Use Sketch, Overflow, Proto.io to design user interface prototypes and develop in Swift to realize the functionalities

Web Developer | Berkeley China Summit

Berkeley, CA | September 2017 – Present

- Utilize Wix to develop the official site of Berkeley China Summit, a signature networking and recruitment campus event with an attendance of about 700 international students in October at UC Berkeley
- Create a more user-friendly website that has increased the number of user clicks, subscribers, and tickets sold

Web Developer | Phoebe A. Hearst Museum of Anthropology

Berkeley, CA | September 2017 – June 2018

- Restructured the portal of Phoebe A. Hearst Anthropology Museum using HTML, CSS, and JavaScript to rebuild the search system and interface to make the objects in the museum database more accessible to UC Berkeley students

RESEARCH

Undergraduate Research Apprenticeship Program

Berkeley, CA | August 2017- December 2017

- Used CollectionSpace to complement information of archeological objects in PAHMA-CSpace, the management system of Phoebe A. Hearst Museum of Anthropology and used Google Earth to mark objects to refine the museum database
- Cleaned data in SQL in the museum database to eliminate redundancy and ensure consistency

EXPERIENCES

SnapChat Clone

May 2018

- Developed a Firebase iOS Snapchat Clone app in Swift in which users can post pictures and view posts

Maze Runner

April 2018

- Built a tile-based 2D game in Java with random maze generation and spawning of AI enemies using StdDraw API

BearMap

March 2018

- Built a navigation app with A* search algorithm to find shortest paths in Java using Google Maps, Raster APIs

LEADERSHIP

Computer Science Mentor at UC Berkeley

August 2018 – Present

- Teach 6 students a weekly tutoring section for 61B: Data Structures, strengthening their understanding of course materials and improving their overall performances as a Junior Mentor