CICI (CHENGCHENG) HUANG

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EDUCATION

University of California, Berkeley   **Berkeley, CA**
GPA: 3.603 Computer Science, B.A & Data Science, B.A   *Expected Graduation: May 2021*
Coursework: Structure and Interpretation of Computer Programs, Data Structures, Discrete Math and Probability Theories, Linear Algebra & Differential Equations, IOS Mobile Development, Principles and Techniques of Data Science, Efficient Algorithms and Intractable Problems, Artificial Intelligence

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SKILLS

Programming: Python, Java, C, JavaScript, HTML, CSS, SQL, Swift
Framework and Tools: IntelliJ, Eclipse, Git, Xcode, Jupyter Notebook, RStudio
Languages: Proficiency in Mandarin and English

Experiences

Mobile Developer | MealSavvy   **Berkeley, CA** | *September 2018 – Present*
- Develop the Social Media feeds section that lets users see the transactions and status of their friends for MealSavvy, a free mobile app offering affordable restaurant meal plans for UC Berkeley students, in a team of seven
- Use Sketch and Overflow to re-design and improve the consistency of the User Interface of the existing app

Mobile Developer | PediaCam   **Berkeley, CA** | *March 2018 – Present*
- Work in a team of five to build both Android and IOS apps for PediaCam, a smartphone-connected camera that allows users to take pictures of the ear or throat and send them to licensed physicians for diagnosis
- Use Sketch, Overflow, Proto.io to design the User Interface prototypes and deliver them to developers

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 events with an attendance of 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 Ruby on Rails to rebuild the search system to make the objects in the museum database more accessible for UC Berkeley students

Web Developer | PredictEV   **Berkeley, CA** | *March 2018*
- Built a React-Based forum prototype using HTML, CSS, and JavaScript for PredictEV, a blockchain-powered, prediction-focused social network, which supports conversational chats, and in-depth sports game analysis

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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 using SQL in the museum database for 3 hours a week while maintaining full-time school workload

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PROJECTS

MazeRunner   **Berkeley, CA** | *June 2018*
- Built a tile-based 2D game in Java with random maze generation and random spawning of enemies

ReceiptBot   **Berkeley, CA** | *June 2018*
- Developed an IOS app that allows users to store, input, and organize their receipts to keep track of their spendings

SnapChat Clone   **Berkeley, CA** | *May 2018*
- Developed a Firebase IOS Snapchat Clone app in which users take a picture, post to a feed, and view all the posts