CICI (CHENGCHENG) HUANG

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OBJECTIVE

Self-motivated and passionate college student seeking a software engineer intern position 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, Discrete Math and Probability Theories, Machine Structures, Linear Algebra & Differential Equations, iOS Development, Principles and Techniques of Data Science, Efficient Algorithms and Intractable Problems, Artificial Intelligence, Database Systems

SKILLS

Programming: 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 in Swift that enables users to interact with other users' transaction records 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, a phone-connected camera that helps physicians diagnose infections
- Use Sketch, Adobe XD, 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

PROJECTS

ReceiptBot   **Berkeley, CA** | *June 2018*
- Developed an iOS app using Core Data that allows users to organize their receipts and complete expense reports

SnapChat Clone   **Berkeley, CA** | *May 2018*
- Developed a Firebase iOS Snapchat Clone app in Swift in which users can post and view pictures from other users

Maze Runner   **Berkeley, CA** | *April 2018*
- Built a tile-based 2D game in Java with random maze generation and spawning of AI enemies using StdDraw API

BearMap   **Berkeley, CA** | *April 2018*
- Built a navigation app with A* search algorithm to find shortest paths in Java using Google Maps, JSON Raster APIs