

http://codyhsieh.me cohsieh@berkeley.edu | 602.380.1585

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

ELECTRICAL ENGINEERING AND COMPUTER SCIENCE Expected May 2019

MOUNT MERCY UNIVERSITY

Studied Discrete Mathematics Fall 2014 Grade: A+

LINN MAR HIGH SCHOOL

Graduated May 2015 Cumulative GPA: 4.37

COURSEWORK

UNDERGRADUATE

CS 61A: The Structure and Interpretation of Computer Programs
Math 53: Multivariable Calculus
Physics 7B: Physics for Scientists and
Engineers (Electricity and Magnetism)
CS 98-3 UCBUGG: 3D Modeling and
Animation

CS 61B: Data Structures Math 54: Linear Algebra EE16A: Designing Information Devices and Systems I

HIGH SCHOOL & MT. MERCY

AP Computer Science (Self Studied)
Discrete Mathematics (At Mt. Mercy)
AP Physics C (Self Studied)
AP Physics B
AP Calculus BC
AP Chemistry
AP Biology

SKILLS

Computer Languages:
Java • JavaScript • Python
Scheme • C/C++ • LATEX
Design Languages
HTML • CSS • XML
Familiar:

Android • MySQL• Photoshop Premiere Pro• Lightroom

LINKS

Github:// codyjhsieh LinkedIn:// cody-hsieh-90a31910a YouTube:// CodyHsieh

PROGRAMMING EXPERIENCE

MOBILE DEVELOPERS OF BERKELEY | SENIOR DEVELOPER

Aug 2015 - Present

- Worked on a small team that developed an app called Concentraid which allows users to organize there tasks and complete them efficiently using the Pomodoro Technique
- Developed in Android and designed logos in Photoshop
- Focused mainly on the UI/UX and implementing the algorithms to calculate the timing

LINN MAR ROBOTICS TEAM | PROGRAMMER AND WEB DESIGNER

2011 - 2014

- Designed the robotics team website in both HTML5 and CSS and databased all members using SQL
- Worked on a small team that developed an Android app that controlled the robot created for the FRC team
- Created commands and instructions for the robot in Robot C

WORK EXPERIENCE

ROCKWELL COLLINS | ELECTRICAL ENGINEERING INTERN

May 2016 - August 2016

- Researched a potential alternative method for programming Field Programmable Gate Arrays (FPGA) using high level synthesis
- Developed efficient algorithms for sparse signal processing on a Xilinx development board
- Programmed in C/C++ as opposed to traditional Hardware Description Languages (HDL) such as VHDL and Verilog

PROJECTS

CONCENTRAID Aug 2015 - Present

• An Android app created in Mobile Developers of Berkeley called Concentraid as described in the Programming Experience section

STREETUP Oct 2015 - Present

- Developed at CalHacks 2015, this website provides users with the ability to form simple pickup sports games nearby in a Tinder-like fashion
- Focused mainly on designing the website with Google's Material Design using Javascript and used SQL to database all the users data as well as each individual game data

CS61A / CS61B APP Oct 2015 - Present

- Designed an app that scrapes the HTML from the current CS course's website and parses the text to create simple notifications for upcoming assignments
- Created for Android and an iOS version as well as the app for the next computer science class CS61B are in their early stages

QLIC January 2016 - Present

- Used Google's Nearby API to allow users to share contact information with multiple users instantly
- Created for Android focusing heavily on UX/UI design built off Material Design