Regina Ongowarsito

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EDUCATION

University of California, Berkeley Aug '14 - May '18
Intended Bachelor of Arts, Computer Science Cumulative GPA: 3.749
Relevant Coursework:

- CS 61A - Structure and Interpretation of Computer Programs
- CS 61B - Data Structures
- CS 61C - Great Ideas in Computer Architecture (Machine Structures)
- CS 98 - 32 - Web Design Decal
- DES INV 190 - 01 - Introduction to Design Process
- DES INV 190 - 04 - Design Foundations

PROJECTS

A Small Database System- Java (Class Project)

- SQL-based data relational database management system from scratch
- Implementation of manual data input, automated data input from external file, and retrieval both all encompassing and selective

Canfield - Java (Class Project)

- Created GUI for a game of Canfield, setting up basic game layout in addition to programming drag and drop implementation
- Added 'game state' element into program, allowing the implementation of an undo feature in addition to any future implementation of redo

Blob - Python

- A 2D Platformer game created using Pyglet
- Implemented main character's ability to 'teleport' via mouse input

Jumpscare Warning System - Java

- Created for fans of horror videogames playthroughs who dislike sudden, loud scares typical to horror games
- Generates subtitle files containing countdowns to the user-inputted jumpscare times found in the comments section of games' playthrough.

SKILLS

- Profiency in Java, Python, HTML, CSS, and Javascript
- Profiency in Photoshop, Illustrator, Premiere Pro, Audition, and InDesign

ACTIVITIES

Research Support Intern April '15 - Present
Teaching Privacy Project -- *teachingprivacy.icsi.berkeley.edu*

- Project aimed to help spread awareness of personal information control on the internet
- Developed teaching modules and activities teachers can use in their classrooms
- Currently working on a Facebook app developed for data collection for research project

Junior Mentor Sep '15 - Present
Computer Science Mentors -- *callink.berkeley.edu/organization/CSM*

- Mentor a group of five students for Berkeley's CS61A class for an hour per week in a classroom setting
- Reviewed the topics covered in class on that week to refine students' understanding of the topic's fundamentals

Academic Intern / Lab Assistant July '15 - Oct '15
CS61A -- *cs61a.org*

- Volunteered 1.5 hours per week in the class's lab or office hours
- Helped students finish their assignments, answering students' question with focus to help students get to the answers by themselves to aid their own learning and understanding of the subject

Scholar Jan '15 - Present
CS Scholars -- *cs-scholars.berkeley.edu*

- A UC Berkeley organization aimed to help students from underserved backgrounds with limited access to CS resources
- Attended a weekly seminar for discussions concerning different topics concerning Computer Science, such as lack of diversity in the CS field, privacy in the internet, and extracurricular CS opportunities

Member Aug '14 - Present
AFX Dance -- *facebook.com/AFXdance*

- Performed in per-semester performances on Fall 2014, Spring 2015, and Summer 2015
- Participate in 4-8 hours per week practice sessions as member of one of AFX Dance's dance teams

Tutor July '15 - Aug '15
CS 98 Introduction to Teaching Computer Science

- Tutoring 3 hours per week with Summer Session CS61A students to aide students with class topics of their choosing
- Average rating on tutoring feedback: 4.4 out of 5