Daniel Zeng

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Education: University of California, Berkeley

Expected Graduation: May 2021

Computer Science, Bachelor's Degree

Relevant Courses - Structure and Interpretation of Computer Programs, Linear Algebra and Differential Equations, Machine Learning from Stanford (Coursera)

Skills

- Languages: Java, Python, C++, GNU Octave
- Frameworks/Tools: NumPy, Requests, Sockets, BeautifulSoup, Git, Windows
- Photo: Photography, Photoshop, Lightroom

Experience

Research Assistant, Dal Bó Lab - UC Berkeley

Sept 2017 - Present

- Implementing methods for collecting archaeological articles using Crossref API and web scraping
- Developing algorithms for natural language processing and statistical analysis to identify past civilization trends

Project Developer, Cal Launchpad

Sept 2017 - Present

- Researching a novel neural network architecture phase functioned LSTM model
- Implementing methods to extract phase data from music MIDI files to utilize during network training

Research Intern, Bhatia Lab - Boston University

July 2016 - Aug 2016

- Applied Computer Science to Synthetic Biology to accelerate and automate the process of designing genetic circuits
- Utilized libraries such as Encog Machine Learning Framework and Apache Commons Mathematics Library
- Overcame research challenges through discussion with professor and peers

Instructor, Green Apples Education

June 2016 - July 2016

- Took major role in creating lesson materials and plans
- Tutored students how to program with Java and Greenfoot
- Sparked interest in students to continue learning programming

Competitions and Hackathons:

- CS61A Hog Competition (4th place): Utilized concepts such as minimax tree search, dynamic programming, and statistical probabilities to optimize a game strategy
- Other: USACO Gold, HP Codewars, HackingEDU, Stanford Proco, HSHacks II

Awards: HP Codewars First Place Novice (2016), National AP Scholar (2017), FBLA Cyber Security States qualifier (2015)