Dante Tam

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EDUCATION	**University of California, Berkeley**

- BA in Computer Science   Aug 2015 – Planned May 2018

RESEARCH EXPERIENCE

UC Berkeley, Computer Science

- Graphics Researcher   Jun 2016 – Present
  - Project: Study of Efficient Embedded OpenGL Multitextured Rendering
  - Research areas: Computer graphics, 3D modeling, computational geometry

PROJECTS

Stella, San Francisco, California   Dec 2016 – Present
  - AI that uses WordNet, a language network, NLP and ML algorithms to process commands
  - Process hundreds of thousands of words of information and analyze for summary, sentiment, etc.
  - Execute tasks such as researching a topic, editing a calendar, walk through Google Maps
  - Interfaces with Google, Facebook, Wikipedia, etc. to mine and process data

Serenine, San Francisco, California   Jun 2016 – 20161015
  - Produce real-time HD graphics on embedded devices (phones) by interfacing with OpenGL ES
  - Render hundreds of textured, shaded shapes, 3D models through efficient
    interleaved vertex buffers, multitexturing, and GLSL shaders
  - Implement game features such as hex tiles, diplomacy between players, AI players, etc.
  - Randomized worlds, technology tree, AI competitors, turn-based play, other complex mechanics.

WORK EXPERIENCE

IndyBo, San Francisco, California

- Game Designer   May 2015 – Aug 2015
  - Helped create an intuitive visual programming language for use in modular robots
    as well as a virtual game written in Unity with C#
  - Design fun, educational games that leverage the visual programming environment
  - Introduce kids early to CS concepts and programming

East Mission Initiatives, San Francisco, California

- Lab Assistant   Jan 2015 – May 2015
  - Managed the Hacker Lab, for students to hack on their own projects,
    supported by MissionBit classes in Ruby/JS/HTML5
  - Provide technical expertise and help in projects in Java, JavaScript, Ruby
  - Encourage K-12 students to pursue computer science education as well as outside projects

Roblox, San Mateo, California

- ROBLOX Studio Intern   Jun 2013 – Aug 2013
  - Supported the platform, a 3D sandbox and programming environment aimed towards teenagers
  - Worked on ROBLOX Studio, a game development tool, and pushed 3D models to the website
  - Developed my own projects in the platform and learned the essentials
    of massive, intricate software development

COURSES

- CS61B (Data Structures), CS61C (Machine Structures)
- CS184 (Computer Graphics), CS188 (Artificial Intelligence)
- CS170 (Algorithms), CS189 (Machine Learning)
- Math 53 (Multivariable Calculus), Math 54 (Linear Algebra), CS 70 (Discrete Math)

TECHNOLOGY SUMMARY

- Java (LWJGL, Android), Lua (ROBLOX platform),
  C++ (OpenGL), C# (Unity), Ruby (Ruby on Rails and Sinatra), Python, Git