Denny Rich

OBJECTIVE

Seeking an internship to apply my knowledge and passion for Computer Science

EDUCATION

UC Berkeley, Berkeley, Ca | Expected Graduation May 2022 BA in Computer Science, Minor in Physics

Relevant Coursework

 $\label{eq:computer_security} \textbf{ \bullet Principles/Techniques of Data Science \bullet Probability/Random Processes \bullet Computer Architecture \bullet Discrete Math/Probability Theory$

Skills

- Programming Languages: Java, Python, C, C#, SQL, JavaScript
- Technologies: Git/GitHub, LATEX, ASP.NET Core MVC

EXPERIENCE

App Developer Intern, Gameplay | Remote, Ca

August 2020 - Present

- Designed features that allow local athletes to reserve city fields, join teams, and schedule games
- Structured development with ASP.NET Core MVC (C#, PostgreSQL, Bootstrap, JavaScript)
- Communicated with a small team through daily scrum meetings and worked on a shared git repo
- Website: https://gameplayus.com

Course Instructor, Invent-a-bot | Fremont, Ca

Jun 2019 – Aug 2019

- Developed Python curriculum and guided students in their robotics projects
- Learned to express my ideas to first time programming students

Academic Intern, CS 61a Course Staff | Berkeley, Ca

Jan 2019 – May 2019

- Facilitated weekly office hours and labs
- Guided learning in concepts such as abstraction, recursion, object-oriented programming

- Performed energy/water conservation assessments in local homes
- Installed efficient measures (light bulbs, shower heads, faucet aerators, etc.) into over 150 homes
- Demonstrated energy efficiency and conservation practices
- Website: https://risingsunopp.org

PROJECTS AND OTHER

- Developed a tool that parses data recorded by a GPS watch/smartphone to replay an animated simulation of a run using trigonometry and HTML graphics (dennyrich.github.io/GPX)
- Hobbies include running, basketball, hiking, Washington HS Athlete of the Year (2018)