

Education

University of California, Berkeley, CA 2018
BA: Computer Science
Berkeley
Coursework in
Fall 2014: Structure and Interpretation of Computer Programs (CS61A)
Spring 2015: Data Structure (CS61B), Systems and signals (EE20)
Future:
Summer 2015: Discrete Math and Probability (CS70)
Fall 2015: Algorithms (CS170), Machine Structures (CS61C), Introduction to Circuits(EE40)

4.000 GPA

Skills

Programming Language:
Proficient in: Java, Python
Familiar with: C, Objective C, Scheme, MATLAB
Knowledge of: PHP, HTML5, SQL

Actual Language:
English, Chinese

Others:
Github, UNIX, iOS development (SpriteKit), Photoshop

Personal Projects

SchemeRay
A ray tracer written in Scheme that supports shadow and reflection rays, and is extensible to other types of rays and shapes.
Crazy Bulbs
An iOS puzzle game built with SpriteKit. Game logic inspired from Lights Out.
DataLib
A Java Swing desktop application that stores, organizes and manages files inside a local network.
CrackPopStar
A command line program written in C that solves a given *poppingstar* game

Awards

Edward Frank Kraft Award for Freshmen: Fall 2014