ANTHONY DING

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EDUCATION

UC Berkeley
B.S. Electrical Engineering and
Computer Sciences | 2018-2022
GPA: 3.925/4.0

COURSEWORK

Artificial Intelligence
Computer Programs
Data Structures
Designing Info. Devices
Discrete Mathematics
Efficient Algorithms
Machine Structures

SKILLS | HONORS

Proficient: Python, Django,
Java, C, RISC-V Assembly,
HTML/CSS, PyTorch, LaTeX

Familiar: C++, React, Bootstrap,
TensorFlow, NumPy, SQL,
Lisp(Scheme)

Honors: USAMO Qualifier

EXPERIENCE

COURSE TUTOR

CS 61B: Data Structures | 2020-present

- Teach small group sections foundational concepts of data structures and algorithms
- Develop and assess assignments, exams, and projects
- Host frequent office hours and exam review sessions

STUDENT RESEARCHER

Berkeley AI Research Lab | 2019-present

- Worked under Dr. Fisher Yu of Berkeley DeepDrive
- Ran computer vision experiments for self-driving cars using the Semantic Predictive Control (SPC) framework
- Developed new features to improve accuracy of SPC

OFFICER, COMPUTING SERVICES

Eta Kappa Nu (HKN), Mu Chapter | 2019-present

- Led development team of new HKN website in Django
- Created script automation for managing mailing lists and sending emails

PROJECTS

NEUTRINOS

React, CSS | 2019-present

- Working on a generator of elegant nodal graph visualizations with interactive zooming and filtering
- Intended to be used for the EECS department course map, as well as concept maps for CS courses

TORCHES: TWO-PLAYER GAME

Java | 2019

- Project for CS 61B: Data Structures
- A random world creator and third-person shooter game environment. Two players light up torches to power up and illuminate parts of a complex maze.

YELP RESTAURANT MAP

Python | 2018

- Trained the k-means algorithm on the Yelp academic dataset to determine Berkeley restaurant preferences
- Rastered a Voronoi diagram of students' favorites