

Anthony Ding

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EDUCATION

University of California, Berkeley

Aug 2018 – May 2022

B.S. Electrical Engineering and Computer Science

GPA: 3.92/4.0

Coursework: Algorithms, Data Structures, Computer Architecture, Operating Systems, Security, Optimization, Discrete Math and Probability, Artificial Intelligence, Data Science

Activities: Computer Science Mentors, Tau Beta Pi (TBP), Eta Kappa Nu (HKN)

EXPERIENCE

Co-Founder | Imprint.to

Jul 2020 – Present

Built and marketed Imprint, a social blogging platform focusing on content ownership and ease of use

- Used React, Node.js, Express, and MongoDB to develop core features within engineering team of 3
- Defined marketing and growth strategies using Mixpanel and HubSpot, reaching 500+ users in 2 months
- Incubated at Mozilla Builders “Fix the Internet” Incubator MVP Lab with \$16k grant funding

Software Engineering Intern | UBTECH Robotics R&D

May 2020 – Aug 2020

Designed and developed computer vision annotation framework for robotic arm dexterity experiments

- Integrated hand manipulation/gripping physics tools into LabelMe annotation GUI using PyQt libraries
- Built relational database system and C++ API to store annotated properties of grasped objects
- Automated experimental data collection and visualization using NumPy with shell and Python scripts

Lead Developer | Eta Kappa Nu Honor Society

May 2019 – May 2020

Led team of 20 to build new website using Django, serving 300+ members, 5000+ students, and 50+ companies

- Created candidate portal for prospective honor society members to track initiation requirements
- Developed online exam bank to provide Berkeley EECS undergraduates with released practice tests
- Designed industry relations pages for companies to schedule infosessions and order HKN resume books

SKILLS AND AWARDS

- React, Node.js, Express, NumPy, Pandas, SQL/Relational Databases, MongoDB, Django, Figma, Git
- **Languages:** Python, C/C++, Java, Go, Assembly (x86, RISC-V), HTML/CSS, JavaScript
- 3x USA Math Olympiad Qualifier - Recognized as top 200 precollegiate math students in USA

SELECTED PROJECTS

Pacman AI | Python

- Coded intelligent agents to play Pacman using expectimax, alpha-beta pruning, and Bayesian inference
- Raised AI performance through classic reinforcement learning (approximate Q-learning, policy iteration)

Secure File Sharing System | Go

- Built a fully encrypted file sharing system where users can modify, share, and revoke files
- Ensured authenticity, integrity, and security, even if main database were compromised by attackers

No-code Course Websites | React, Node.js, Express, MongoDB

- Currently developing a no-code website creator geared to help professors make course websites
- Designing and wireframing product in Figma, taking into account conversations with Berkeley TAs