ANTHONY DING

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EDUCATION

University of California, Berkeley — **Berkeley, CA**
Bachelor of Science, Electrical Engineering and Computer Sciences (EECS) — **Aug 2018 – May 2022**

- **GPA:** 3.92 / 4.0
- **Coursework:** Algorithms, Artificial Intelligence, Computer Architecture, Computer Programs, Computer Security, Data Structures, Discrete Math and Probability Theory, Information Devices, Optimization Models
- **Activities and Societies:** Computer Science Mentors (CSM), Tau Beta Pi (TBP), Eta Kappa Nu (HKN)
- **Teaching:** Data Structures Course Staff, Information Devices Content Mentor

EXPERIENCE

Software Engineering Intern - Vision Team — **Pasadena, CA**
UBTECH Robotics North America R&D Center — **Jun 2020 – Present**

- Developed EOAT grasping annotation tool by modifying LabelMe GUI using PyQt
- Wrote scripts to process and visualize data from 2D computer vision experiments
- Built database client for robots to track and catalog properties of vision-detected items

Computing Services Officer — **Berkeley, CA**
Eta Kappa Nu (EECS Honor Society) — **May 2019 – May 2020**

- Led committee of 20+ student developers to build new HKN website in Django
- Designed robust candidate portal that helps new members track initiation requirements
- Implemented database models to provide released practice exams for 1000+ students

Summer Research Intern — **Los Angeles, CA**
UCLA Engineering Robotics Lab — **Jun 2017 – Aug 2017**

- Explored applications of supercoiled polymer actuation in printable ubiquitous robots
- Developed Arduino programs to integrate actuators with wireless robotic control

SELECTED PROJECTS

Secure File Sharing System | *Golang*

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

Pacman AI | *Python*

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

RISC-V Processor | *Logisim, RISC-V*

- Implemented a pipelined CPU in Logisim (Verilog-based GUI) to handle RISC-V instruction set
- Verified control unit and datapath functionality with unit/integration test suite of RISC-V assembly programs

Course Map | *React, CSS*

- Currently creating an interactive course map of Berkeley EE and CS courses, approved by EECS faculty
- Modularizing courses using React components and simulating physics with D3.js force charts

SKILLS AND HONORS

- **Languages:** Python, Java, C/C++, Go, RISC-V Assembly, JavaScript, HTML, CSS, Scheme, SQL
- **Technologies:** Django, React, Bootstrap, NumPy, SciPy, PyQt, MySQL, OpenMP, Git, Logisim
- **Honors:** USA Math Olympiad (USAMO) Qualifier