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## EDUCATION

### University of California, Berkeley

Expected Graduation: May 2015

B.A. Computer Science, B.A. French with Honors

GPA: 3.62

*Relevant Coursework*    Computer Graphics, Operating Systems and Systems Programming, Computer Architecture, Computer Security, Computer Networking, Microelectronic Circuits  
Randomized Algorithms, Efficient Algorithms and Intractable Problems, Discrete Math and Probability Theory, Linear Algebra, Differential Equations

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## EXPERIENCE

### DreamWorks Animation | R&D Intern

Redwood City, CA

- Integrated GCC 4.8 and ICC 14.1 compilers into the studio development environment by refactoring and optimizing performance of existing proprietary rendering software. (C++)
- Wrote a testing application to check for inconsistencies across ~250 packages of studio software and third-party extensions for Maya, Houdini, and Nuke. (Python)
- Communicated with Technical Directors and other developers to provide technical support on *How to Train Your Dragon 2*, *Penguins of Madagascar*, and *Home*

Jan 2014 – Jun 2014

### Mirixa Corporation | Engineering Intern

Emeryville, CA

- Wrote scripts to test the functionality and design of the product interface. (JavaScript)
- Communicated with full-time developers and clients to troubleshoot product bugs.

Sept 2013 – Nov 2013

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## PROJECTS

### Brainability (Illustrator, Photoshop, Java)

Designed an Android application to measure user productivity on a task using data obtained from a portable EEG using Emotiv Insight SDK. Won the *Judges' Choice Award* at a hackathon hosted by Emotiv/Pivotal Labs.

### 3D surface mesh generation (C++, OpenGL)

Subdivided parametric surfaces by interpolating control points defining a set of Bezier curves. Wrote one version for adaptive triangulation and another for uniform subdivision using de Casteljau's algorithm. Wrote parser to render arbitrary .obj files.

### Breadth-first Search using MapReduce (Java)

Implemented a search algorithm for a large data set (~1 million entries) using Hadoop on Amazon EC2 servers.

### Spam classifier using decision tree learning (Python)

Implemented a random forest classifier to flag e-mails as spam. Used bagging to select random subsets of features and an entropy-based impurity metric to greedily select the splitting rule at each node.

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## SKILLS

*Languages and Libraries*    Python, C++(98/11), C, Java, x86 assembly, OpenGL, HTML5/CSS3/JavaScript

*Development Tools*        Bash shell scripting, gcc, gdb, make, git

*Human Languages*         French (fluent), Korean (working proficiency)

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## ACTIVITIES AND HONORS

### UC Berkeley IEEE Student Branch (Institute of Electrical and Electronics Engineers) | Officer

2013 – Present

Organize the bi-annual UC Berkeley Startup Fair. Create flyers and pamphlets in Illustrator.

### UC Berkeley French Department | Tutor

2012 – Present

Hold weekly office hours to assist intermediate French students with grammar, speaking, and writing.

### Expanding Your Horizons (EYH) Conference for Girls in STEM | Mentor

2013

### Bausch & Lomb Honorary Science Award

2010