EDAN BASH

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GPA 3.9 • EECS Undergraduate

EDUCATION

University of California, Berkeley *(Anticipated Graduation: 2023)*
- B.S. in Electrical Engineering and Computer Science
- Minor in Astrophysics

RELEVANT COURSEWORK

CS 61A	**EE 16A**	**PHYSICS 7A**
CS 61B	**EE 16B**	**MATH 53**

WORK EXPERIENCE

Amazon - *Software Development Intern* (June 2020 - August 2020)
- Worked with AWS and other Amazon internal services to build a website that allows Product Managers to automatically query customer data. Developed both the frontend and backend services using a release management pipeline.

PDMFC - *Software Development Intern* (June 2019 - July 2019)
- Worked with Robot Operating System (ROS) and Leap Motion to control drones with hand movements and voice commands. Implemented in Parrot Bebop 2.0 and HEIFU (custom-built hexacopter).

CV High School - *Software Developer* (March 2018 - August 2018)
- Designed a curriculum for the AP Computer Science class using the Java graphics interface
- https://github.com/gregneat/AREPO19

ZPX Interactive Software - *Software Development Intern* (June 2018 - July 2018)
- Used the Unity game engine and Visual Studio environment to create a user interface in VR for the company's latest multiplayer VR game (VR Gladiator). Used GitLab and Jira to learn the company's project management process.

SKILLS/AWARDS

Technical Skills: Java, Python, JS, C++, C#, ReactJS, HTML, CSS, MySQL, Git, Android Studio, Unity, VR

AWS Skills - Lambda, DynamoDB, S3, Step Functions, CloudFormation

Leadership Award (**8/2019**) - given to students at UC Berkeley who demonstrate innovative, initiative-driven leadership impacting their academic, work, or community environments

Amazon Future Engineer Scholarship (**1/2019**) - 100 students chosen in US based on the academic performance, leadership, participation in school and community activities, computer science experience, and career goals

Regents' and Chancellor's Scholarship (**3/2019**) - awarded to 200 out of 87,000 applicants at UC Berkeley for

personal and academic achievements

2nd Place AMC (3/2018) - Schoolwide (3000 students) award for performance on the American Math Competition

National AP Scholar (7/2018) - National award for outstanding performance on AP exams for earning an average score of at least 4 on all AP Exams taken, and scores of 4 or higher on eight or more of these exams

Coach's Award (5/2017) - Soccer award for outstanding work ethic and coachability

PROJECTS

PHYSICS PREP

- Google Play Store app that helps students prepare for the AP Physics exam; includes original lesson summaries, equation solvers, practice questions, and multiple-choice quizzes

META MADNESS

- Google Play Store app for CVHS students that quizzes them on school trivia; utilizes the gyroscope feature on the phone (similar to Heads Up)

ACTIVITIES

Youth and Government — *President* (August 2016 - February 2019)
- Attend weekly officer meetings, plan conferences, and lead 100-person delegation meetings
- Participated in National Issues Commission to argue for a proposal that reduces water waste

JPL Space Academy — *Youth Engineer* (September 2017 - November 2018)
- Built a rocket and launcher from scratch; predicted flight behavior; gave weekly presentations to demonstrate how stock value affects science-based companies.

UCI COSMOS —*Engineering Student* (July 2018 - August 2018)
- Engineering for Land, Air, Space - explored rocket launch physics, alternative energy, robotic systems, and flight aerodynamics; built remote-controlled, model plane from scratch

Youth and Business — *Tree Lot Manager* (August 2016 - December 2018)
- Train sales staff, delegate tasks, oversee back lot duties, and manage upkeep of the lot

Speech and Debate — *Community Service Chair, Tech Chair* (August 2016 - May 2019)
- Perform original speeches and impromptu parliamentary debate

Rosemont Middle School — *Code Teacher* (January 2018 - May 2018)
- Taught coding to 7th and 8th graders using original Java curriculum

Robotics —*Software/Electronics* (January 2018 - March 2019)
- Participated in FIRST Robotics Competition to design and build a robot that performs several complex tasks; worked in circuit design and software

Science Bowl (August 2017 - May 2018)
- Competition-based selection; mastered physics and math curriculum through independent study; collaborated with teammates to answer questions at the regional competition at JPL