Edward Sa

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EDUCATION

University of California, Berkeley   **Expected Graduation Date:** Dec. 2019
B.A. Computer Science
Relevant Coursework: Algorithms, Artificial Intelligence, Data Structures, Discrete Math, Probability Theory, Computer Architecture, Data Science, User Interfaces, Designing Information Systems, Linear Algebra, Multivariable Calculus

EXPERIENCE AND ACTIVITIES

Toyota Connected   **Plano, TX**
Software Engineering Intern   *May 2018 - Aug. 2018*
- Built full stack application to simulate sending car telemetry to Kafka under mobility services topic
- Implemented real-time updating for client service using Phoenix/Elixir PubSub and Ember WebSockets
- Eliminated Toyota Connected's need to drive real-time vehicles to test application features in development

UC Berkeley EECS Department   **Berkeley, CA**
Tutor   *Sept. 2017 - Dec. 2017*
- Taught multiple sections weekly for students in introductory CS course (CS61A)
- Wrote practice material, ran review sections, graded exams and projects, and assisted in office hours

Pearl Technology Holdings   **Plano, TX**
Intern   *May 2017 - June 2017*
- Ensured data integrity by writing SQL queries to check vehicle reports, set email alerts while running queries
- QA tested applications and compiled error reports and tickets for developers to see

Canon Ideathon at Stanford   **Palo Alto, CA**
First Place Winner   *Mar. 2018*
- Proposed a new product to Canon and VC representatives to boost sales in digital cameras
- Designed app prototype and helped with market analysis, slide decking, and pitching

PROJECTS

League of Legends Analytics | Data Science and Web Scraping   *Github: https://git.io/fNXY8*
- Scraped data off of the web using the BeautifulSoup Python package, storing and organizing data
- Used Pandas, NumPy, and SKlearn to model data with SVM, linear regression, and more to predict game statistics and role, visualized in Jupyter Notebook

Personal and Staff Website | Full Stack   *Github: https://git.io/fNXY0*
- Created personal website using HTML/CSS/BootStrap/jQuery
- Created personal course website using Node.js/Express.js and HTML/CSS/BootStrap, deployed through Heroku

VeriHype | iOS   *Github: https://git.io/fNXrB*
- Developed interactive game app that lets users compete in their knowledge of popular clothing brands
- Worked with KolodaView class to implement Tinder-like cards with swipe functionality
- Integrated Google's Firebase API to utilize Firebases's user storage and database features

Gitlet | Backend   *Private Repo*
- Designed and built a mini version of Git using Java, tested with JUnit
- Allows users to work in a version control system, to use the command line to save or restore files, operate in multiple branches, merge changes, and more

Hunger | Backend   *Private Repo*
- Built a Facebook Messenger bot that matches user with best restaurant based on three criteria
- Used Facebook API to integrate webhook with Node.js
- Wrote algorithm using clustering combined with a regression algorithm to match user with most fit restaurant

SKILLS AND INTERESTS

Languages: Python, Java, JavaScript, Elixir, SQL, C, Swift, HTML, CSS
Frameworks/Technologies: Ember.js, Node.js, Express.js, PostgreSQL, Phoenix, Git, Unix, Scrum
Interests: Film, Video editing, Basketball, Working out, Esports, Violin