

Edward Sa

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EDUCATION

University of California, Berkeley

Expected Graduation: Dec. 2019

B.A. Computer Science

Relevant Coursework:

Algorithms, Artificial Intelligence, Operating Systems, Databases, Data Structures, Discrete Math, Probability Theory, Computer Architecture, Data Science Techniques, User Interface Design, Multivariable Calculus, Linear Algebra

SKILLS

Languages: Python, Java, C, JavaScript, HTML/CSS, Elixir, SQL, R

Frameworks/Technologies: Node.js, Spring, Docker, Ember.js, Phoenix, NumPy, Pandas, Git, Unix, Scrum

EXPERIENCE

Salesforce

San Francisco, CA

Software Engineering Intern

May 2019 - Aug. 2019

- Built customized calendar feature on Salesforce's core application that helps customers track opportunities closing
- Integrated calendar with Salesforce's AI platform Einstein to help users prioritize deals to close for the current month
- Worked on microservice (Java, Docker, Kubernetes, Maven, JUnit) that performs server-side rendering for email templates and set up communication between microservice and Salesforce core application
- Microservice greatly improves loading speeds and initial content displayed for emails sent using Salesforce

Toyota Connected

Plano, TX

Software Engineering Intern

May 2018 - Aug. 2018

- Built developer tool that simulates connected car data and driver behavior with customizable start and end points
- Tool significantly cut testing time for Toyota fleet management systems which previously had no simulator
- Designed and built backend service to broadcast REST API data to Kafka topic used in Toyota's data pipeline

UC Berkeley EECS Department

Berkeley, CA

Course Tutor

Sept. 2017 - Dec. 2017

- Taught multiple sections weekly for students in introductory computer science course (CS61A)
- Built additional website with organized links to available online resources and personal guides for the course
- Wrote practice material, ran review sections, graded exams and projects, and assisted in office hours

Pearl Technology Holdings

Plano, TX

Technology Intern

May 2017 - Jun. 2017

- Ensured data integrity by writing SQL queries to check vehicle reports, sending email alerts while running queries
- QA tested mobile and web applications, compiling error reports and tickets for developers to read

PROJECTS

Canon Anywhere | Full Stack

Private Repo

- Won 1st place at Stanford's Ideathon by proposing and prototyping camera sharing service to boost Canon sales
- Designed mockup in Sketch and built web app using Node and React to demonstrate consumer flow of product
- Analyzed market trends, prepared slide deck, and pitched product to Canon and VC representatives

League of Legends Analytics | Data Science and Web Scraping

Github: <https://git.io/fNXY8>

- Scraped data off the web using BeautifulSoup Python package, storing and organizing data into Pandas dataframes
- Used Pandas, NumPy, and SKlearn to model data with SVM, linear regression, and more to predict game statistics and role of a given player, and visualized findings 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/Express 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