

Edward Sa

edward-sa.github.io/ | github.com/edward-sa | edward.sa@berkeley.edu | (972) 971-2639

EDUCATION

University of California, Berkeley

B.A. Computer Science

Expected Graduation: Dec. 2019

Cumulative GPA: 3.3

Relevant Coursework:

Algorithms, Artificial Intelligence, Data Structures, Discrete Math, Probability Theory, Computer Architecture, Data Science Techniques, 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 web application that simulates vehicle telemetry data and driver behavior with customizable routes
- Designed and built backend service in Elixir to pipeline REST API data to Kafka under mobility services topic
- Implemented real-time updating for cross-team services using Phoenix publish-subscribe and Ember websockets
- Wrote unit, integration, and acceptance tests, increasing team's testing coverage by over 70%
- Eliminated Toyota Connected's need to drive vehicles in order to test new features for its ridesharing applications

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 - June 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, 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 Firebase's user storage and database features

Hunger | Backend

Private Repo

- Built a Facebook Messenger bot in Node that matches user with best restaurant based off of different criteria
- Wrote algorithm using clustering combined with a regression algorithm to match user with most fit restaurant

SKILLS AND INTERESTS

Languages: Python, Java, C, JavaScript, Elixir, SQL, R, Scheme

Frameworks/Technologies: Ember, Node, Django, Express, Phoenix, jQuery, PostgreSQL, Git, Unix, Scrum