

# Emily Gosti

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## EDUCATION

### University of California, Berkeley

EXPECTED GRADUATION - MAY 2020

#### Electrical Engineering and Computer Sciences, B.S. Candidate

- Regents' and Chancellor's Scholar (top 2% of incoming class)
  - Relevant coursework: Algorithms, Data Structures, Structure and Interpretation of Computer Programs, Discrete Math and Probability Theory, Multivariable Calculus, Linear Algebra, Circuits, Control Theory, Basic Filters, Physics: Mechanics and Wave Motion
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## EXPERIENCE

### Engineering Practicum Intern, Google

May 2017 - August 2017

- Revamped the Payments internal demo server, used to test all of Google's customer-facing buy flows, using Closure Templates, HTML, and dynamic CSS
- Utilized RPCs and protocol buffers for communication between web client and Java backend
- Piloted the use in the Payments team of a new internal Javascript front-end development tool using the Closure compiler and framework
- Wrote a design document when planning out project, recorded documentation for the finished product

### EE16A mentor, Computer Science Mentors

May 2017 - Present

- Teaching a supplementary section for EE16A (Designing Information Devices and Systems I) to a group of 5 students once a week
- Developing curriculum for new EE16A CSM course by meeting with other mentors twice a week to create worksheet questions and discuss concepts

### Undergraduate research assistant, Waller Lab, Department of EECS

September 2017 - Present

- Converting MATLAB code into an ImageJ plugin in Java for phase imaging
- Implementing algorithm involving FFT and phase retrieval using the transport of intensity equation

### Web Team designer/developer, Innovative Design

September 2017 - Present

- Designing, developing, and deploying websites for client organizations using Scratch and React
- Meeting once a week to learn new frontend frameworks and JS libraries and collaborate with team members

### CS61A academic intern, CS61A course staff

January 2017 - May 2017

- Assisted with 1.5 hours of lab and 1 hour of office hours every week and helped CS61A students with questions they may have about the material of the class (languages covered: Python, Scheme, SQL)

### Web designer/developer of personal website

December 2016 - Present

- Coded a personal website with responsive design from scratch using HTML, CSS, and JQuery
- Website: <https://egosti.github.io/> (old version: [https://egosti.github.io/personal\\_website/](https://egosti.github.io/personal_website/))

### Unity developer, Virtual Reality @ Berkeley

September 2016 - October 2016

- Created a VR horror simulation for HTC Vive using Unity and Autodesk Maya
  - Planned out the simulation, modeled and animated a hotel elevator that was integrated into the project
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## SKILLS

- Java, Python, HTML, CSS, JavaScript (JQuery, React, Three.js), Adobe Photoshop, Adobe Illustrator
  - Natively fluent in English, professional working proficiency in Mandarin
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## ORGANIZATIONS/LEADERSHIP

- Former Computer Science Undergraduate Association (CSUA) Outreach Chair, managed the office an hour a week, helped run events, maintained social media accounts, publicized events to student body
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## ADDITIONAL INFORMATION

- 7 years competitive golf, received 3rd place at CA State Championship; 6 years competitive tennis
- 6 years performance piano; 8 years solo/orchestral violist, performed with Google Orchestra
- Hobbies: camping, traveling, photography, web design, watching the Golden State Warriors