# Emily Gosti

(510)703-2356 - emily.gosti@gmail.com - GitHub: https://github.com/egosti - LinkedIn: www.linkedin.com/in/egosti

## EDUCATION

**University of California, Berkeley, Berkeley, CA** - ***Electrical Engineering and Computer Sciences, B.S. Candidate***

EXPECTED GRADUATION DATE - MAY 2020

- Regents' and Chancellor's Scholar
- Fall 2016 courses: CS61A (The Structure and Composition of Computer Programs), EE16A (Designing Information Devices and Systems I), Math 53 (Multivariable Calculus), Web Design Decal
- Course plan for Spring 2017: CS61B (Data Structures), EE16B (Designing Information Devices and Systems II), CS70 (Discrete Mathematics and Probability Theory)

**Mission San Jose High School, Fremont, CA** - ***High School Diploma***

SEPTEMBER 2012 - JUNE 2016

- 4.0 unweighted GPA and valedictorian
- Co-founder and VP of Social Activism through Nonviolent Efforts (SANE) club
- 2-time varsity golf captain

## RESEARCH

**UCLA Di Carlo Microfluidic Biotechnology Lab, Los Angeles, CA** - ***Research Intern***

JUNE 2015 - AUGUST 2015

- Self-learned Autodesk Inventor and 3D printing to fabricate a device to increase the efficiency of imaging cells that are adhered to protein plates
- Assisted with basic laboratory tasks (i.e. making PDMS, cleaning silicon plates)
- Created and presented research poster at a symposium, gave a talk to grad students and parents

## PROJECTS

**Virtual Reality @ Berkeley Halloween Team, Berkeley, CA** - ***Unity Developer***

SEPTEMBER 2016 - OCTOBER 2016

- Team created a VR horror simulation for HTC Vive using Unity and Autodesk Maya
- Planned out the simulation, modeled and animated a hotel elevator, integrated into the project

**UCB Engineers Without Borders Panama Team, Berkeley, CA** - ***Design Team Member***

SEPTEMBER 2016 - PRESENT

- Designing a water distribution pipeline for a sector in San Francisco District, Panama
- Researched materials to use for water storage tanks based on availability and practicality

**Boggle word game** - ***https://github.com/egosti/APCSboggle***

MAY 2016

- Created functioning Boggle word game in Java for open-ended final project in APCS
- Created the BoggleGrid class, which generates random letters according to rules, and contributed method to get the player's guesses (getGuesses) to the PlayBoggle class

## SKILLS

- Languages: Python, Java, HTML, CSS, JavaScript
- Proficient with AutoCAD programs and 3D printing
- Beginner Unity developer and web developer
- Natively fluent in English, professional working proficiency in Mandarin

## VOLUNTEERING/ORGANIZATIONS

- Society of Women Engineers member, Computer Science Undergraduate Association member
- Math and Science Help (MASH) tutor for biology, chemistry, physics, and math in high school
- Girls Golf of Pleasanton mentor - golfed with younger girls and taught them rules of the game

## HOBBIES/OTHER

- Hackathons attended: LA Hacks 2016, SD Hacks 2016
- Golf, tennis, camping, rock climbing, photography, geography, Golden State Warriors