

Emily Gosti

(510)703-2356 - emily.gosti@gmail.com - GitHub: github.com/egosti - LinkedIn: www.linkedin.com/in/egosti
2650 Durant Avenue, Berkeley, CA

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
- Relevant coursework: CS61A, EE16A, Math 53, CS61B, EE16B, CS70, Web Design Decal

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

RESEARCH

Research Intern, June 2015 - August 2015

UCLA Di Carlo Microfluidic Biotechnology Lab, Los Angeles, CA

- 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

EXPERIENCE

Web designer/developer of personal website, December 2016 - present

Winter break personal project, Fremont, CA

- Coding a personal website from scratch using HTML, CSS, and JQuery with responsive design
- Website: https://egosti.github.io/personal_website
- Web Design Decal final project: <https://egosti.github.io>

Lab/Office hour TA, January 2017 - present

CS61A course staff, Berkeley, CA

- I attend 1.5 hours of lab and 1 hour of office hours every week and help CS61A students with questions they may have about the material of the class

Unity developer, September 2016 - October 2016

Virtual Reality @ Berkeley Halloween Team, Berkeley, CA

- 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

Boggle word game Java developer, May 2016

AP Computer Science final project, Fremont, CA

- Created functioning Boggle word game in Java - <https://github.com/egosti/APCSboggle>
- 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/JQuery
- Proficient with AutoCAD programs and 3D printing
- Unity developer and web developer
- Natively fluent in English, professional working proficiency in Mandarin

ORGANIZATIONS/LEADERSHIP

- Computer Science Undergraduate Association (CSUA) prospective officer, I help manage the office an hour a week and am learning the industrial relations role

HOBBIES/OTHER

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