Emaan Hariri

http://emaan.me
ehariri@berkeley.edu | 949.690.4052

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

BA in Computer Science, Statistics (Economics Focus)
Expected May 2020 | Berkeley, CA
Cum. GPA: 3.95/4.00 (Dean's List)
Major GPA: 4.00/4.00
Upsilon Pi Epsilon (CS Honor Society)

UNIVERSITY HIGH SCHOOL

Grad. June 2016| Irvine, California
GPA: 4.45, Summa cum Laude
National Merit Scholar Finalist

LINKS

Github:// **ehariri** *
LinkedIn:// **ehariri**
Site:// **emaan.me**
*contact for private repositories

COURSEWORK

EECS

CS 61B Data Structures with Algorithms
CS 61C Computer Architecture and Machine Structures
CS 70 Discrete Mathematics and Probability Theory
CS 170 Efficient Algorithms and Intractable Problems (IP)
CS 188 Artificial Intelligence (IP)

MISC.

STAT 133 Computing with Data (IP)
STAT 134 Concepts of Probability
MATH 54 Linear Algebra and Differential Equations
ECON 2 Macroeconomics and Microeconomics (for Economics Majors)
IP: In Progress

SKILLS

PROGRAMMING

Proficient:
Python • Java • NumPy/SciPy • Android
Familiar:
SQL • JavaScript • HTML/CSS • C • R
Tools:
Git • Sketch • Vim • LaTeX • RStudio

EXPERIENCE

MOBILE DEVELOPERS OF BERKELEY | Android/Web Developer

September 2016 – Present | Berkeley, CA

- Developed trivia game for member-matching, Pokédex app containing searchable/sortable data on Pokémon, MDBSocials app featuring member login system and real-time BaaS database (Firebase) for tracking socials/events
- Led a team of 3 through Agile development process, created project roadmap, assigned story sprints, and conducted industry level code reviews.
- Co-managed contract with social advertising start-up Ubby (link).
  - Designed iOS app screens following Apple design guidelines using Adobe XD and Sketch (designs can be seen on website).
  - Performed task analysis and scenario mapping to formulate the user experience of the app.
  - Conducted thorough market research and surveying to maximize target demographic and reduce market entry risk.

UC BERKELEY COLLEGE OF ENGINEERING | Academic Intern

August 2017 – Present | Berkeley, CA

- Lab assist CS 61A (Structure and interpretation of Computer Programs), UC Berkeley's introductory computer science class.
- Coordinate 40+ students in Office Hours and Lab sections with Python projects involving topics in primitive data structures, OOP, runtimes, etc.

CAPITAL INVESTMENTS AT BERKELEY | Software Developer

December 2016 – July 2017 | Berkeley, CA

- Member of Software development team concentrating on Natural Language Processing (NLP).
- Developed word scraper using Python in team of 4 in order to extract stock insights from webpages.
- Used IPython and Beautiful Soup to develop web scraper that would gather document data to be analyzed later using tf-idf.

PROJECTS/RESEARCH

STATWIZ | Android Statistics Application

December 2016

- Led team of 3 to develop a statistics calculator application designed for performing calculations for introductory statistics classes.
- Implemented custom statistics library and screen designs using Java, Android SDK, and XML. Utilized the Apache Commons Math Library and designed per Google's Material Design standards.
- Currently has nearly 5,000 downloads, available on the Play Store (link).

HENRY SAMUELI SCHOOL OF ENGINEERING | Laboratory Researcher

October 2015 – January 2017 | Irvine, CA

- Tested efficacy of various substrates and coating materials for use in turbine optimization as a part of the Advanced Power and Energy Program in the laboratory of Prof. Daniel R. Mumm.
- Constructed a specialized burner apparatus for simulating hot corrosion, preparation and testing of abradable materials, and operation of software including NI LabVIEW.