

# Emaan Hariri

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## 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 Candidate

### 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 • C • R

Familiar:

SQL • JavaScript • HTML/CSS • Android

Tools:

Git • Sketch • Vim •  $\text{\LaTeX}$  • 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.

### 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. Help kids with topics including recursion, OOP, runtimes, etc.
- Lab assist CS 61C (Computer Architecture/Machine Structures), help students with topics including C, memory management, SDS, caches, etc.

### UC BERKELEY DEPARTMENT OF STATISTICS | COURSE STAFF

February 2018 – Present | Berkeley, CA

- Group Tutor for Statistics 134 (Concepts of Probability), UC Berkeley Statistics core probability class emphasizing discrete and continuous distributions and topics including the Poisson process, Markov chains, characteristic functions.
- Lead group tutoring sessions of 4-6 students, teaching and reviewing a range of course topics through worksheets, lectures, and textbook examples.
- Grade weekly problems sets and exams for 300+ students.

## 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.