

# Emaan Hariri

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## EDUCATION

### UNIVERSITY OF CALIFORNIA, BERKELEY

BA IN COMPUTER SCIENCE,  
STATISTICS (ECONOMICS  
CONCENTRATION)  
Expected May 2020 | Berkeley, CA  
Cum. GPA: 3.95/4.00 (Dean's List)  
Major GPA: 4.00/4.00

### 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 BeautifulSoup 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.