

Evan Kandell

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EDUCATION

University of California, Berkeley

B.A. in Computer Science; B.A. in Data Science (Double Major)

May 2024

3.71 technical GPA; 3.6 overall GPA

CAREER OBJECTIVE

Passionate computer science student with excellent problem-solving skills and command of multiple languages seeking a software engineering internship in which to contribute high-quality, professional code and solutions.

RELEVANT COURSEWORK

Computer Science

- Structure & Interpretation of Computer Programs*
- Data Structures & Programming Methodology*
- Computer Architecture
- Web + iOS Development
- Computer Security
- Database Systems
- Intro to Artificial Intelligence (*Spring 2023*)

Data Science/Math

- Discrete Mathematics and Probability Theory
- Foundations of Data Science
- Principles and Techniques of Data Science
- Multivariable Calculus
- Linear Algebra and Differential Equations
- Probability + Random Processes (*Spring 2023*)

*Earned an A+ in the course

SKILLS

Fluent: Python; Java; C/C++; Git; Golang

Proficient: Swift; HTML; CSS; Javascript; RegEx; SQL; Numpy; Pandas

RELEVANT EXPERIENCE

Foundations of Data Science Course Tutor (10 hrs/week)

University of California, Berkeley. *Summer 2022*

- Assisted students in intro class with Python and statistics as a paid tutor, building on three semesters work as academic intern for the class. Provided comprehensive support through code reviews and concept explanations for individuals/groups in weekly office hours, 6-student tutoring sections, and 30-student lab sections

Intro CS Course Academic Intern (3 hrs/week)

University of California, Berkeley. *Spring 2022*

- Assisted students in CS61A (Structure & Interpretation of Computer Programs) as academic intern, covering topics such as Recursion, Higher Order functions, Trees and Linked Lists, Object Oriented Programming, Data Abstraction

PROJECTS (GitHub links available upon request)

- **RookieDB (Java)** — Built a working database management system, including using B+ tree indices and supporting joins, query optimization, database recovery, and concurrency; able to properly respond to any SQL input
- **Encrypted File Sharing System (Golang)** — Designed a client to store data in an insecure database utilizing public and private key cryptography for confidentiality, digital signatures and HMACs; defended against multiple threat models; allowed users to save, load, overwrite, efficiently append, share access, and revoke access for their files
- **Numc (C)** — Created own version of Numpy and optimized code for significantly increased performance using SIMD, OpenMP, loop unrolling, and more efficient algorithms; achieved up to 500x speedup for certain operations
- **Gitlet (Java)** — Created version-control software based on Git that replicates add, remove, checkout, reset, merge, etc.
- **Build Your Own World (Java)** — Collaboratively built an interactive 2D video game with randomly generated worlds; Creatively established aesthetics and design of world and code, including underlying data structures and algorithms

ADDITIONAL WORK EXPERIENCE / EXTRACURRICULARS

UC Berkeley Men's Ultimate Team "Ursa Major"

Player (10+ hrs/week)

Fall 2020 - Present

Berkeley Student Cooperative

Assistant Cook (5 hrs/week)

Fall 2021 - Present