

Evan Kandell

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EDUCATION

University of California, Berkeley

B.A. in Computer Science; minor in Data Science

Graduating **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 an entry-level software engineering role to contribute high-quality code and innovative solutions. I am excited to join a dynamic team, further develop my skills, learn from professionals, and make an impact.

RELEVANT EXPERIENCE

Data Science/Engineering Intern (40 hrs/week)

Dell Technologies, Customer Data + Marketing Tech. Summer 2023

- ❖ Utilized machine learning tools to create a model for validating customer entity resolution. Achieved 78% accuracy and 90% precision on test data. Discovered potential anomalies and recommended improvements. Employed model to measure the efficacy of team's product, identifying opportunities to: save \$1 million annually through alternative software, automate up to 150 million hours of manual data entry, and provide valuable insights through data analysis

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

University of California, Berkeley. Summer 2022

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

Intro Courses Academic Intern (3 hrs/week)

University of California, Berkeley. Spring 2021-2022

- ❖ Assisted and taught students in introductory computer science and data science courses CS61A and Data 8

SKILLS

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

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

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
- **Pacman AI/ML (Python)** — Utilized algorithms/tools such as A* search, logical inference, Q-learning, Hidden Markov Models, Bayes Networks, neural networks, and more to solve a variety of increasingly complex search problems.
- **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

RELEVANT COURSEWORK

Computer Science

- Structure & Interpretation of Computer Programs*
- Data Structures & Programming Methodology*
- Computer Security
- Intro to Artificial Intelligence
- Intro to Software Engineering (Fall 2023)
- Programming Languages & Compilers (Fall 2023)

Data Science/Math

- Discrete Mathematics and Probability Theory
- Principles and Techniques of Data Science
- Database Systems
- Multivariable Calculus and Linear Algebra
- Contexts and Ethics of Data (Fall 2023)

*Earned an A+ in the course

ADDITIONAL WORK EXPERIENCE / EXTRACURRICULARS

UC Berkeley Men's Ultimate Team "Ursa Major"
Berkeley Student Cooperative

Player (10+ hrs/week)
Assistant Cook (5 hrs/week)

Fall 2020 - Present
Fall 2021 - Present