

Evan Kandell

ekandell@berkeley.edu | Berkeley, CA 94704

www.linkedin.com/in/evan-kandell | <https://ekandell.github.io>

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 top-tier training, superb problem-solving skills, and collaborative work ethic seeking an entry-level software engineering role. I'm eager to join a dynamic team, hone my skills alongside professionals, and make a positive impact with high-quality code and innovative solutions.

RELEVANT EXPERIENCE

Data Science/Engineering Intern (40 hrs/week)

Dell Technologies, Customer Data + Marketing Tech - Summer 2023

- ❖ Utilized state-of-the-art tools to create a machine-learning model for validating customer entity resolution
- ❖ Achieved 78% accuracy and 90% precision on test data; discovered potential anomalies and recommended changes
- ❖ Employed ML model to measure the efficacy of team's product, identifying opportunities to: save \$1 million/year via alternate software, automate up to 150 million hours of manual data entry, and provide valuable data analytics

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

University of California, Berkeley - Summer 2022

- ❖ Taught students Python and statistics as paid course staff, 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; database 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)** — Applied algorithms and tools such as A* search, logical inference, Q-learning, Hidden Markov Models, Bayes Networks, neural networks, and more to solve 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