# **Emilio Aurea**

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#### Education

# University of California, Berkeley

**Expected May 2018** 

Computer Science, B.A.

Cumulative GPA: 3.64

- 2014 Diversity Scholarship, Berkeley Student Foundation
- Coursework: Structure and Interpretation of Computer Programs (61A), Data Structures and Algorithms (61B), Multivariable Calculus (53), Linear Algebra and Differential Equations (54)
- Spring 2016: Machine Structures (61C), Discrete Math and Probability Theory (70)

### **Projects**

#### Gitlet

- Implemented a version-control system based off of Git's implementation.
- Worked with a partner to build the system from scratch.
- Achieved O(1) runtime (with respect to any significant measure) for multiple commands using file system.

## Lines of Action

Implemented a terminal-based game and designed an AI implemented with a tree-pruning algorithm.

#### Philspel

- Implemented a basic dictionary-based spell checker in C.
- Can handle very large input with no memory leaks.

## Solitaire

Implemented a GUI system using the MVC model.

### Small Database System

Built a small database system that parses SQL from terminal and queries tables.

#### Personal Website

Currently self-teaching HTML, CSS, and Javascript to build website to showcase projects.

# Experience

# Math/Stats Tutor

Sept. 2015 - Nov. 2015

- Tutor 30+ students per week in a variety of foundational math and stats courses in an fast-paced environment.
- Topics ranged from Calculus, Multivariable Calculus, Statistics, Probability, Linear Algebra, and **Differential Equations**

# CS61A Lab Assistant/Tutor

Sept. 2015 - Dec. 2015

- Tutored 3 students one-on-one every week on concepts of computer programming including but not limited to: recursion, object-oriented programming, data abstraction, tree data structures and linkedlist data structures.
- Assisted students during lab section of CS61A and helped with topics mentioned above.

## TAP Campus Ambassador

March 2016 - Present

Ambassador for CODE2040 organization. Organizer for Technical Applicant Prep (TAP) workshops.

# Skills

Languages: Java, Python, C, SQL Web: HTML, CSS, Javascript

**Software:** Git