Emily Zhang
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EDUCATION

University of California, Berkeley B.A. Computer Science   Expected graduation June 2018

RELEVANT COURSEWORK:

Data Structures, Discrete Math and Probability, Structure and Interpretation of Computer Programs

OBJECTIVE

Gain industry experience in a software engineering internship.

SKILLS

Python, Java, HTML/CSS, SQL, Scheme (Lisp), Unix, Eclipse, Photoshop, Illustrator, Git

PROJECTS

Scheme Interpreter: Developed an interpreter that parsed Scheme expressions, evaluated them, and displayed the results. (Python)

Exploding Chessboard: Implemented a version of checkers with alternative forms of interaction and integrated it with graphics to create a playable GUI. (Java)

Twitter Trend Map: Created a program to analyze the sentiments contained in large numbers of tweets and mapped them by geographic location. (Python)

Ants: Implemented a variation of the game Plants vs. Zombies using object-oriented programming. (Python)

OTHER EXPERIENCE

Marketing Team, Cupertino@Cupertino Group for DECA Chapter Project (February 2012)
- Organized an event in collaboration with Cupertino businesses to reinvigorate local commercial activity.

Director of Tours, Monta Vista DECA Officer Team (2011– 2012)
- Coordinated tours at businesses like TCHO and the Ritz Carlton Hotel to teach students about the hospitality industry.
- As a member, participated and placed in 7th at the international and 1st at the state DECA competition.

Tutor, Math Enrichment at Lawson Middle School (Summer 2012)
- Managed and tutored a class of 30 students in pre-calculus. Graded papers and planned social activities for the kids.

Member, HydrangeaDesigns (2011-2012)
- Worked in a website design team to develop mockups for high school organizations, using Adobe Photoshop and Fireworks.