Emily Zhang

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EDUCATION

University of Berkeley, California - *B.A. Applied Mathematics 2018 (expected), minor in Computer Science*

SKILLS

Python Flask, Java, Javascript, HTML/CSS, SQL, Unix, Photoshop, Illustrator, Git, C, Assembly, API Integration

PROJECTS

hungrytext *(Python Flask, Heroku, Twilio, Google Maps API, Yelp API)*

A program that replies to a text to the number [(669) 600-5660] containing your current location with a text containing the location of the nearest In-N-Out, as well as directions to this location.

Gitlet *(C)*

A version control software with that restricts the contents of commit messages. A school project.

COOL Compiler *(Java)*

A really cool semester-long school project that involved writing parts and pieces of a lexer/parser, semantic analyzer, and code generator to compile COOL (an object oriented language developed for the classroom) into an abstract syntax tree (AST), and then into the Assembly language.

Resume Builder *(HTML/CSS, Javascript, Parse)*

Hackathon project. Built a website with backend that allowed users to login and upload information to create a resume that could be printed out with different templates.

shell.c *(C)*

Implemented my own shell with program execution, signal handling, input/output redirection, and terminal control capabilities. A school project that I really enjoyed.

EXPERIENCE

QA Engineer, Berkeley Rescomp *(Summer 2016 - Present):* General QA testing within a team including writing test scripts and manual click testing. Used JIRA and TestUnit systems. Also wrote business requirements and use case diagrams/design flowcharts for software projects.

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.

Designer, Hydrangea Designs *(2011 - 2012)***:** Worked in a website design team to develop mockups for high school organizations, using Adobe Illustrator and Photoshop.

RELEVANT COURSEWORK

Data Structures, Discrete Math and Probability, Structure and Interpretation of Computer Programs, Algorithms, Linear Algebra, Machine Structures, Intro to Database Systems, Intro to Artificial Intelligence, Programming Languages and Compilers, Operating Systems and Systems Programming