EMILY WANG

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY   expected graduation May 2022
Bachelor of Science in Electrical Engineering & Computer Science; G.P.A. 3.9/4.0
Member of Eta Kappa Nu (HKN), National EECS Honor Society
Relevant Coursework: Efficient Algorithms & Intractable Problems, Data Structures, Machine Structures, Multivariable Calculus, Linear Algebra, Discrete Mathematics & Probability Theory, Foundations of Data Science

EXPERIENCE

BERKELEY CODEOLOGY   Feb 2019 - present
Project Developer
Work on small-scale team projects to gain exposure to various branches of computer science, including web development and blockchain programming. Current project consists of building web applications using React and API calls. Projects in spring 2019 focused on creating a personal web portfolio using Bootstrap and working in the Solidity programming language to write a smart contract for a mock-casino betting game decentralized app.

UC BERKELEY EECS DEPARTMENT   Jan - May 2019
Academic Intern
Helped students in Berkeley's intro CS class (CS 61A: Structure & Interpretation of Computer Programs) with assignments and projects during office hours and lab. Dedicated ~30 hours over the course of a semester.

TUTOR   Sep 2017 - Aug 2018
Taught algebra problem-solving skills and fundamental English grammar to two middle school students. Assisted students with homework assignments and created review problems for test preparation.

ACTIVITIES

BERKELEY ANOVA   Feb 2019 - present
Site Leader
Responsible for developing a semester-long curriculum plan, managing a group of mentors at weekly site visits and site prep meetings, and coordinating with the afterschool program administration.
Curriculum Committee Member
Developed presentations catered to learning intermediate Python and improved project skeleton code to teach introductory computer science at under-resourced middle and high schools in the Oakland Bay Area.

PROJECTS

explore berkeley! | HTML, JavaScript, Adobe Sketchbook   May 2019
Clickable map of places on and around UC Berkeley's campus, made as a creative project. Drawn & coded from scratch.

Random World Generator | Java   Apr 2019
Engine that randomly generates 2D tile-based maps with hallways and rooms to explore. An open-ended class project with the objective of gaining experience in data structures as well as the design and development process of a larger-scale project.

FlavorBox | Design   Dec 2017 - July 2018
Website for a mock meal prep & grocery delivery service created for the Future Business Leaders of America E-Business competitive event. Utilized databases and dynamic pages via Wix. Semi-finalist at the 2018 National Leadership Conference.

SKILLS

PROGRAMMING

Java	HTML/CSS
Python	SQL
C	Processing.js
Scheme	NumPy

DESIGN

SolidWorks (CAD)
Adobe InDesign
Adobe Illustrator

AWARDS

UC Berkeley Kraft Award for Freshmen	2019
Future Business Leaders of America	
1st Place E-Business, CA	2018
4th Place Publication Design, National	2017
1st Place Graphic Design, CA	2016