

EMILY WANG

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

expected graduation May 2021

Bachelor of Science in Electrical Engineering & Computer Science; G.P.A. 3.9

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

DESIGN

SolidWorks (CAD)
Adobe InDesign
Adobe Illustrator

AWARDS

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