

ETHAN PANG

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OBJECTIVE

Computer science student seeking an internship to gain industry software engineering skills by contributing toward impactful projects and learning new technologies.

EDUCATION

University of California, Berkeley

June 2020 – Present (Graduation, May 2024)

B.A. Computer Science | GPA: 3.875/4.0 | CAA Leadership Award Recipient | Upsilon Pi Epsilon (CS Honor Society)

Relevant Coursework

- CS: Interpretation of Computer Programs/Data Structures and Algorithms/Computer Architecture
- Other: Designing Information Devices & Systems (EECS)/Discrete Mathematics and Probability Theory

Fall 2021 Coursework - In Progress

- CS: Efficient Algorithms and Intractable Problems/Intro to Artificial Intelligence

EXPERIENCE

UC Berkeley CS61B Tutor

June 2021 - August 2021

- Was accepted to be on course staff for CS61B, one of UC Berkeley's core computer science courses
- Prepared and presented supplementary mini-lectures to students to reinforce concepts learned in class and guided students through practice questions to solidify understanding of material
- Answered student questions on the public class forum about assignments and concepts, and provided debugging help in real time to students with their projects

Browser Organization Website with React

February 2021 - May 2021

- Created a customizable productivity website to organize favorite websites into one centralized dashboard
- Learnt and used HTML, CSS, JavaScript with React to design the front-end interface
- Stored data with Google Firebase to keep track of favorite websites

Mini Git Clone with Java

February 2021 - April 2021

- Created a version control system based off of git using Java
- Implemented common commands (commit, checkout, merge, push, pull, etc.) following git's specifications
- Allowed creation, deletion and modification of actual files on the system, interactable on the command line

FIRST Tech Challenge Robotics

August 2016 - June 2020

- Built robots to compete in competitions using purchased, machined and 3D printed parts
- Used Java and Android Studio to program the robot to perform autonomously through sensor readings, computer vision, and mathematical algorithms and to respond to human input via a physical gaming controller
- Organized and lead team outreach efforts to spread industry awareness of FIRST robotics and teach STEM skills to others through public workshops, tech company tours, and mentorship of younger robotics teams
- Advanced to World Championships three of four years and served as team Co-Captain in the 2019-2020 season

UCSC IOS Development Internship

June 2019 - August 2019

- Contributed to the development of an IOS app designed to facilitate speech therapy for young children by implementing mini-games that respond to user's touch and voice input
- Used Adobe software to create animations for the application

Synopsys Science Fair

November 2018 - March 2019

- Built an Arduino-controlled electronic device equipped with microphones for sound localization
- Used a pre-existing machine learning model to classify common urban-setting sounds
- Designed an Android mobile app to pair with the device via Bluetooth to provide a user interface

SKILLS

- Programming Languages: Java, Python, C, HTML/CSS, JavaScript (React), Swift, SQL
- Working knowledge of: Android, IOS, Linux, git, pandas, computer architecture, Solidworks
- Basic knowledge of machine learning concepts, statistical tools (scikit-learn)