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: 3.8/4.0 | CAA Leadership Award Recipient

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
- Other: Probability for Data Science

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 website to organize commonly used websites into one centralized dashboard for ease of access
- 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

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
- App Development: Android, IOS
- CAD: Solidworks, Autodesk Inventor
- Basic knowledge of machine learning concepts, statistical tools: scikit-learn
- Basic knowledge of computer architecture: Compiler, Pipelining, Parallelism, Caches
- Familiarity with Linux and version control (git and Github)
- Team-oriented: as evidenced by commitment and leadership in robotics