Evan Pellegrini

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Objective

I will be graduating from UC Berkeley in May 2017 and I plan to find a full-time Software Engineering position. Visit epellegrini.com to see a more detailed description of my projects, source code, and demos.

Education

BA in Computer Science, University of California, Berkeley (expected 2017)

- **3.0 GPA**
- **Relevant Coursework:** Structure and Interpretation of Computer Programs, Data Structures and Advanced Programming, Machine Structures, Computer Security, Efficient Algorithms and Intractable Problems, Introduction to the Internet, Artificial Intelligence
- Currently enrolled in User Interfaces with Android Development

Skills

- **Languages (in order of proficiency):** Python, Java, Scala, Javascript, Ruby, C, SQL, C++
- **Front-end web Development:** Javascript, jQuery, CSS3, HTML5, Bootstrap
- **Back-end web Development:** Flask, MySQL, Heroku, Ruby on Rails
- **Experience with Functional Languages**
- **Proficient with Linux command line**

Experience

HERE Mapping Company: Software Intern (Summer 2015 - Full Time, Fall - Part Time)

- collected information from over 100 street-view vehicles with Python (along with Bash, Ruby, and Javascript) on AWS server
- used python multithreading and process forking to ping and retrieve information from street-view vehicles in parallel, increasing retrieval rate 10 fold
- utilized Chef to automate infrastructure, allowing for simple, fast redeployment
- worked with HTML, CSS, Javascript, JQuery, and Bootstrap for front-end UI

College of Chemistry Building Management Student Assistant (Aug 2013-Sep 2014)

- worked unsupervised, conducted building maintenance, moved and disposed of lab equipment.
- communicated with multiple departments within the College of Chemistry to achieve certain tasks

Projects

Turn Based Strategy Game, written in Scala

- used functional tools to write cleaner, more concise code
- implemented AI algorithms for opponent players to traverse map
- used OOP principles to maximize organization of the 4,000+ lines of code and to increase reusability

Distance Vector Routing Simulator

- simulated L3 internet routing
- implemented distributed Bellman-Ford algorithm to find shortest path between hosts
- capable of handling router failure by finding alternative routes between hosts

Activities

President of Kidd Hall in Berkeley Student Cooperative

- facilitated weekly council of 17 people
- managed conflicts between house members
- managed house account of over $10,000

Studied Abroad Spain (Spring 2016)

- lived with a Spanish family
- classes were taught in Spanish

Backpacked Europe (Summer 2016)

- traveled to 10 countries in Europe