

Gabriel Meng

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Education

University of California, Berkeley

Major: Computer Science

Expected Graduation: May 2022

Quant at Berkeley, AFX

Experience & Leadership

Rise

June 2020 - Present

Developer Intern

- Worked as developer on team creating a new mobile application called NOW
- NOW is a platform bridging together social media and social impact where users can share, learn, and take action towards movements and causes they are passionate about

Coding the Future Inc.

2015 - 2018

Head Instructor

- Taught weekly programming classes for 300+ students in the local community
- Developed curriculum for teaching Java and used Scratch to introduce coding concepts

WV Robotics | Option 16

2016 - 2018

Systems Control Lead

- Led multiple teams responsible for developing working programs for controlling the movements and actions of competition robots

Projects

ActionMap

Ruby, Javascript, HTML

- Worked with a small team to build a web application that allows users to learn more about political events and representatives in their area as well as aggregate, share, and view new items in their locality
- Engaged in Agile practices and techniques throughout process and used testing to drive the development of not only working code, but also well-designed code

Ghostbusters

Python

- Designed a program that uses reinforcement learning techniques to efficiently solve any Pacman board
- Utilized Q-learning along with Bayes Net inferencing to allow the Pacman agent to hunt down multiple ghosts with efficiency

BearMaps

Java

- Worked on back end development of program similar to Google Maps for the Berkeley area
- Used the A* algorithm to determine shortest route between two locations
- Implemented map zooming through rasterization

Skills

Languages: Python Java C Ruby HTML/CSS Javascript SQL

Software & Tools: React/React Native • Git • Node.js • Ruby on Rails • Bootstrap

Relevant Coursework

Artificial Intelligence
Software Engineering
Efficient Algorithms

Databases
Data Structures
Computer Architecture

Structure and Interpretation of
Computer Programs
Discrete Mathematics and Probability