

Gabriel Meng

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Education

University of California, Berkeley

Major: Computer Science

Expected Graduation: Spring 2022

Quant at Berkeley, Convergent

Experience & Leadership

Rise | Software Developer Intern

Summer 2020

- Created automated data analyzation system for the NOW platform that tracks live network metrics and determines the top trending stories and issues across the application
- Developed infrastructure that processes user inputted resources to classify them into categories and review them for authenticity and legitimacy
- Implemented and delivered core UI features including an interactive globe, interfaces for various educational pages, user profiles, and searching capabilities

Convergent Berkeley | Project Lead

2019 - 2020

- Led team of developers responsible for handling the end to end software development of a client project (Spark) as part of Convergent at Berkeley's incubator program
- Worked alongside developers and took an active part in the software development lifecycle
- Facilitated code reviews to ensure coding standards and daily standups to measure progress

Coding the Future Inc. | Head Instructor

2016 - 2018

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

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 news items in their locality in an easy and convenient way
- 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 defeat 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 • C++ • Ruby • HTML/CSS • Javascript • SQL

Software & Tools: React/React Native, Git, Node.js, Ruby on Rails, Bootstrap, AWS, Linux, Django, PostgreSQL, Bash, Cucumber, Capybara, RSpec, Agile, Adobe Creative Suite

Relevant Coursework

Artificial Intelligence
Software Engineering
Efficient Algorithms

Databases
Data Structures
Computer Architecture

Structure and Interpretation of
Computer Programs
Discrete Mathematics and Probability