

Gabriel Meng

✉ menggabriel@berkeley.edu ☎ (858) 357-1469 in gabrielmeng 🌐 gabemeng 🌐 gabemeng.github.io/web/

Education

University of California, Berkeley

Major: Computer Science

Expected Graduation: Spring 2022

Quant at Berkeley, Convergent

Experience & Leadership

Rise | Developer Intern

Summer 2020

- Implemented UI features including an interactive globe, interfaces for various educational pages, user profiles, and searching capabilities used on the NOW platform
- Designed program that determines the top trending issues, stories, and causes across the application and organizes them into categories
- Created automated data analyzation system that tracks shared resources between users in order to give a quick rundown of the top stories and issues

Convergent Berkeley | Project Lead

2019 - 2020

- Led and managed a team of developers and designers building a product as part of Convergent at Berkeley's incubator program
- Developed a successful work plan and established the core functionality of the product
- Facilitated daily standups and team meetings to measure progress accross sprints

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
- 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 • 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 Intrepretation of
Computer Programs
Discrete Mathematics and Probability