Lauren Go

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EDUCATION

University of California, Berkeley (2017-)
Computer Science and Mathematics
GPA: 3.932
Honors: Upsilon Pi Epsilon, Nu Chapter

EXPERIENCE

Teaching Assistant for iOS Dev at Cal (Present)
Help facilitate a class for intro iOS Development, as well as create content for the online textbook (link)

Research Assistant (Present)
Assisted Professor Galateia Kazakia (UCSF) in image processing - specifically image segmentation of bone scans

CS 61A, CS 61C Academic Intern (Spring 2018-Fall 2018)
Facilitated office hours and labs for entry level courses at UC Berkeley by answering both conceptual questions and technical problems

COURSEWORK

CS 170 - polynomial time algorithms and intractable problems
CS 186 - an introduction to databases
CS 61B - rudimentary data structures
CS 161 - computer security basics
CS 184 - introduction to computer graphics

PROJECTS

Subtela
github.com/jacksonchui/map-engine
A proof of concept game that utilizes Apple's ARKit and SceneKit to create randomly generated maps

Pathtracer
go-lauren.github.io/p3-2-pathtracer
Implemented a renderer that uses ray tracing to render images, and also simulates the effects of using a thin lens, lighting from the environment, and materials with different surface properties

Database Management System
Throughout the semester, for a databases class, implemented essential parts of a database system - indexing (B+ trees), join algorithms, out-of-core sorting, query optimization, System R optimization, and transactional concurrency control

LANGUAGES

Java	■	■	■	■	■
C/C++	■	■	■	■	■
Python	■	■	■	■	□
Javascript	■	■	■	□	□
Go	■	■	□	□	□