

Owen Gong

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Education

University of California, Berkeley

August 2018 – May 2022

- **B.A. Computer Science, B.A. Applied Mathematics** | GPA: 3.8/4.0
- 3x Cal Alumni Association Leadership Award Recipient (awarded to 5% of 10,000+ applicants for innovative leadership)
- Upsilon Pi Epsilon (UPE) CS Honors Society Member (invited to top 1/3 of UC Berkeley CS majors)
- **Relevant Coursework:** Machine Learning, Artificial Intelligence, Algorithms, Databases, Data Structures, Computer Architecture, Cybersecurity, Discrete Math & Probability, Analysis, Linear Algebra, Multivariable Calculus, Data Science

Professional Experience

Google

Los Angeles, CA

Software Engineer

August 2022 – Present

- Facilitating use of hashtags and relationships between hashtags on videos/shorts for viewers and creators on YouTube

Amazon

Seattle, WA

Software Development Engineering Intern

May 2021 – August 2021

- Built data pipeline and new proof of concept feature that generates dynamic title suggestions for Prime Video customers
- Designed from scratch packages to aggregate catalog data and transform into a suitable schema in Elasticsearch ([Spark](#))
- Assisted senior data scientist in algorithm to recommend titles based on metadata, theme, and awards of a given title

Software Development Engineering Intern

May 2020 – August 2020

- Designed and completed package to enrich Prime Video's catalog with 5x more data by integrating IMDb bulk datasets
- Aggregated and stored information on 7 million media titles by creating an AWS Glue script and using DynamoDB tables, allowing clients to view all titles' metadata and connections between titles in one place for the first time ([Python](#))
- Created AWS Lambda function to update titles daily and publish notifications/metrics on modifications and errors ([Java](#))

UC Berkeley Department of EECS

Berkeley, CA

Head Undergraduate Student Instructor

January 2019 – Present

- Created and presented curriculum material for pedagogy course, teaching Computer Science TAs how to teach sections
- Taught topics in the structure and interpretation of computer programs (CS61A) weekly to sections of 30-40 students, in addition to developing official exam walkthrough videos and concise cheat sheets in data structures and algorithms
- Received the "Outstanding Academic Intern Award" in Summer 2019, awarded to top 4 of over 200 lab assistants
- Spearheaded development of newly released CS61A project "Typing Test" as a Coding/Debugging Specialist ([Python](#))

Leadership and Extracurriculars

- **Concertmaster and Music Arranger (*The Intermission Orchestra at Berkeley*):** Arranged several full orchestra scores for end-of-semester concerts and conducted pieces arranged by me; lead orchestra in violin solos and tuning
- **Technical Consultant (*C&C Studios*):** Assisted development of the official website (cncstudios.org) showcasing digital art in photography and web development; leading expansion of organization to videography and performing arts

Projects

- **Voice-Activated Smart Mirror:** Constructed from scratch a Raspberry Pi-powered mirror with desktop monitor enclosed to display modules such as weather, news, and NFL scores, complete with Amazon Alexa voice integration ([JavaScript](#))
- **Build My World:** Created a 2D game world (back-end from scratch) that generates maps based on an input seed ([Java](#))
- **Neural Networks:** Implemented Convolutional and Pooling Layer Algorithms for classifying CIFAR-10 dataset ([Python](#))

Skills and Interests

- **Languages and Tools:** Proficient in Java, Python (+libraries), Spark, AWS; Familiar with C, JavaScript, Scala, Kotlin, Git
- **Hobbies:** Making song covers on electric violin (played for Spotify published album!), blogging, basketball, YouTube