

Owen Gong

owengong15@gmail.com | owengong.cncstudios.org
github.com/gowenong | linkedin.com/in/gongowen/ | (858) 275-4760

Education

University of California, Berkeley

Graduation: May 2022

- B.A. in Computer Science and Applied Mathematics, GPA: 3.931/4.0
- 2x Cal Alumni Association Leadership Award Recipient (2018, 2019)
- **Relevant Coursework:** Data Structures, Efficient Algorithms and Intractable Problems, Machine Structures, Discrete Math and Probability Theory, Interpretation of Computer Programs, Linear Algebra, Data Science

Work Experience

Computer Science Staff Tutor

January 2019 – Present

UC Berkeley Department of EECS (Berkeley, CA)

- Received the “Outstanding Academic Intern Award” in Summer 2019, given to top 4 of over 200 academic interns
- Instructed concepts from CS61B: Data Structures and CS61A: Structure and Interpretation of Computer Programs through custom coding worksheets, self-developed analogies and diagrams to small discussion groups, weekly
- Spearheaded development of newly released CS61A project “Typing Test” as a Coding/Debugging Specialist (Python)
- Facilitated and created slides (as part of group of 3 mentors) for exam review sessions open to around 2000 students

Software Development and Data Science Intern

June 2019 – August 2019

FORKaiA (Irvine, CA)

- Developed web scraping template script in Python to easily transform targeted website data into a CSV file
- Released in-depth introduction and tutorial on the script to over 100 data science teams in FORKaiA's Idea Lab
- Led wireframing and mockup design process for RoundZ Ventures and PLAID project teams (50 members each)

System Applications Developer Intern

August 2016 – July 2018

Gallup (Omaha, NE)

- Revamped functionality and design of StrengthsFinder website using JavaScript/HTML/CSS through collaboration with professional coaches and UX team, increased traffic by thousands of clicks
- Pitched and led team of five over 6 months in the development of “Smart Planner”, a streamlined application to manage and promote school clubs
- Scheduled biweekly check-ins for team members and delegated weekly tasks following Agile methodology

Projects

- **Bear Maps** (03/2019 – 04/2019): Built Java application similar to Google Maps using K-d trees, graphs, and tries, finds the shortest path between locations and autocompletes searches (bearmaps-oweng.herokuapp.com/map.html)
- **Build Your Own World** (04/2019 – 05/2019): Created 2D game world generator (back-end from scratch) that randomly generates worlds based on input seed, allows user keyboard inputs to control an avatar to collect “treasure”
- **Voice-Activated Smart Mirror** (06/2017 – 12/2017): Constructed from scratch a Raspberry Pi-powered mirror with desktop monitor enclosed to display modules such as weather and news, complete with Amazon Alexa integration
- **Yelp Maps** (10/2018): Built application in Python that takes in Yelp reviews dataset and uses machine learning algorithms such as k-means clustering to predict favorable restaurants in the Berkeley area

Skills and Activities

- **Languages and Tools:** Proficient in: Java, Python (+NumPy); Familiar with: C, Scheme, SQL, JavaScript, HTML, CSS, Git, LaTeX, Agile, JIRA
- **Clubs:** Computer Science Mentors, The Intermission Orchestra (First Violin Section Leader and Arranger)