

# Owen Gong

[owengong.cncstudios.org](http://owengong.cncstudios.org) | [linkedin.com/in/gongowen](https://linkedin.com/in/gongowen)

goldenowen@berkeley.edu | (858)-275-4760

## Professional Experience

---

Google (YouTube)

Los Angeles, CA

Software Engineer

August 2022 – Present


- Built and maintaining new indexing infrastructure for YouTube Shorts hashtag video lists, including filtering, sorting, and ranking videos on the Hashtag Shorts page (example: [youtube.com/hashtag/speechify/shorts](https://youtube.com/hashtag/speechify/shorts))
- Developed internal tool for displaying trending Shorts videos for human review before trend is listed on Trending Page
- Organized dashboard metrics and data analysis (engaged users, number of hashtags) for YouTube Hashtags team

UC Berkeley Department of EECS

Berkeley, CA

Head Teaching Assistant

January 2019 – May 2022

- Created and presented curriculum material for Berkeley's official pedagogy course, teaching Computer Science TAs how to teach sections infusing lessons in psychology, philosophy, and social dynamics:  CS370: Communicating Teaching
- Teaching Assistant for CS61A: Structure and Interpretation of Computer Programs; taught 30-40 people weekly and developed official exam walkthrough [YouTube videos](#) and [cheat sheets](#) viewed by thousands of students
- Received the "Outstanding Academic Intern Award" in Summer 2019, awarded to top 4 of over 200 lab assistants

Amazon (Prime Video)

Seattle, WA

Software Engineer Intern (x2)

May 2020 – August 2021

- Built data pipeline and new proof of concept feature that generates dynamic title suggestions for Prime Video customers such as "Action Movies with dark tone directed by Christopher Nolan" by combining Nielson survey data to catalog
- Assisted senior data scientist in algorithm to recommend titles based on metadata, theme, and awards of a given title
- Designed package to enrich Prime Video's catalog (7 million titles) with 5x more data by integrating IMDb bulk datasets

## 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

## Leadership and Extracurriculars

---

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

## Side Projects

---

- Neural Networks: Implemented Convolutional and Pooling Layer Algorithms for classifying CIFAR-10 dataset
- Build Your Own World: Created a 2D game world (back-end from scratch) that generates maps based on an input seed
- 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 ([YouTube Link](#))

## Skills and Interests

---

- Languages and Tools: C++, Java, Python (+libraries), Spark, AWS; Familiar with C, JavaScript, Scala, Kotlin, Git
- Hobbies: Reading (and listening) to books, travel, [blogging](#), basketball, drones, music production, electric violin