Owen Gong

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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

Experience

Computer Science Staff Tutor January 2019 – Present

UC Berkeley Department of EECS (Berkeley, CA)

- Awarded the "Outstanding Academic Intern Award" in Summer 2019, given to top 4 of over 200 academic interns
- Instructed concepts from CS61A: Structure and Interpretation of Computer Programs and CS61B: Data Structures through custom coding worksheets, self-developed analogies and diagrams to small discussion groups, weekly
- Created comprehensive data structures and sorting algorithms cheat sheet with visual representations for CS61B
- Hosted and created slides (as part of a 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 and in-depth introduction tutorial in Python released to over 100 data science teams in FORKaiA's Idea Lab to easily transform targeted website data into a CSV file.
- Lead 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 Gallup's official strengths coaching website using JavaScript/HTML/CSS through collaboration with professional coaches and UX team, increased traffic to blog by thousands of clicks (Summer 2018)
- Led team of five over 6 months in the development of "Smart Planner", an application I pitched to Gallup's GET HIP technology program to streamline scheduling and promoting school clubs (2017-2018 School Year)
- Delegated weekly tasks to team members with Agile methodology and JIRA software, scheduled biweekly check-ins

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 NFL news, complete with custom wooden frames
- **Yelps Maps** (10/2018): Built application in Python that takes in Yelps 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: Scheme, SQL, JavaScript, HTML, CSS, Git, LaTeX, Agile, JIRA
- **Clubs:** Computer Science Mentors, The Intermission Orchestra (First Violin Section Leader and Arranger)