# Hantao Wang

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# **EDUCATION**

#### **UC BERKELEY**

B.S. IN ELECTRICAL ENGINEERING AND COMPUTER SCIENCE

Expected Fall 2019 | Berkeley, CA Cum. GPA: 3.81 / 4.0 Major GPA: 3.95 / 4.0

#### **HONORS**

Eta Kappa Nu (HKN) Dean's Honor List, Sp 2017 - Pre Passed the Turing Test (2018)

# COURSEWORK

#### **CURRENT**

- Probability and Random Processes
- Information Devices and Systems
- Operating Systems

#### COMPLETED

- Algorithms & Intractable Problems
- Computer Architecture
- Internet Architecture & Protocols
- Discrete Math & Probability Theory
- Data Structures
- Structure of Computer Programs
- Web Design

# SKILLS

## **LANGUAGES**

Java Python Go C Javascript MTEX HTML CSS Ruby SQL

## **SOFTWARE**

Django Docker Kubernetes AWS Redis etcd Bootstrap Jquery Nginx Quilt Node.js ELK Stack

# **EXPERIENCE**

# **NETWORK SYSTEMS LAB** | RESEARCH ASSISTANT

April 2017 - Present | Berkeley, CA

- Currently researching how distributed systems respond to developer set event triggers, looking at feasibility, convergence, performance issues.
- Previously researched the identification of resource utilization bottlenecks in a distributed system by systematically throttling container resources. Worked on ThrottleBot, a tool that completely automates this process.
- Co-authored research paper on the theory, effectiveness, and applications of ThrottleBot (preparing for submission @ OSDI 2018).
- Designed, deployed, and tested popular distributed applications such as Spark Streaming, MEAN stack, and ELK stack in addition to creating custom applications using microservices such as Redis, etcd, Spark, Nginx, Django, etc.

## BERKELEYTIME | BACKEND DEVELOPER

September 2017 - Present | Berkeley, CA

- Working on backend projects in Django and with Postgres. Implemented user authentication and working on user accounts.
- Once every 1000 RuntimeExceptions, I implement something cool in the frontend.

# **COMPUTER SCIENCE MENTORS | MENTOR**

Feb 2018 - Present | Berkeley, CA

• Teach CS 61B: Data Structures to a small section of 6 students once a week.

## **GULFSTREAM AEROSPACE** | APPRENTICESHIP

August 2015 - June 2016 | Long Beach, CA | Mach 3 Award

- Worked with the mechanical engineering teams on interior design drawings of G550 and G650 aircraft using AutoCAD and CATIA.
- Created & updated computer aided drawings and assemblies. Reviewed & corrected other engineer's drawings and specifications.

# **PROJECTS**

# **KUBEHANDLER**

Go library where users can define a set of rules on the cluster called "triggers." Monitors the state of the cluster with client-go and activates triggers when certain specifications are met.

#### **CMETRICS**

Python server that monitors and aggregates container resource utilization information across a cluster and is then able to log and graph this information. Also serves it through GET requests from its API endpoint, to be used with other apps.

#### **FOOD FINDER**

Web app that learns from user preference to make local restaurant suggestions. Boostrap frontend and Django-Nginx combo backend. Uses Redis to store session information and etcd to store user authentication. Deployed on AWS using Quilt.

# **BEARMAPS**

A data structures and algorithms focused Google Maps-esque web app that allows users to interact with a map of Berkeley. Implemented features such as zooming, routing, autocomplete, location searching, and map rastering using concepts such as quadtrees, tries, hashtables, and the A\* search algorithm.

## **DATABASE**

SQL-like relational database management system (RDBMS) and corresponding Domain Specific Language (DSL) in Java with commands such as load, store, select, with, as, from, etc. Able to perform Cartesian joins of two or more tables in accordance to filter specifications defined by user input.