

Emanuel Rew

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EDUCATION

U.C. BERKELEY

B.A. IN COMPUTER SCIENCE

Expected May 2021 | Berkeley, CA

GPA: 3.807

COURSEWORK

Data Structures

Discrete Math & Probability

Linear Algebra & Differential Equations

Machine Structures

Algorithms

Security

Artificial Intelligence

Designing Information Devices & Systems

Game Design & Development

Database Systems

Internet Architecture & Protocols

In Progress:

Software Engineering

Principles & Techniques of Data Science

EXTRACURRICULARS

Upsilon Pi Epsilon - CS Honor Society

Game Design & Development Club

KALX Radio

Music Production

SKILLS

Languages

- Python
- HTML/CSS/JavaScript
- Golang
- Java
- C#
- SQL

Other Technologies

- Docker
- Kubernetes
- React/Redux
- Flask
- Git
- Unity
- Linux
- FI Studio

LINKS

Github:// github.com/hanyoungrew

LinkedIn:// linkedin.com/in/erew

Personal:// www.emanuelrew.com

EXPERIENCE

HEWLETT PACKARD ENTERPRISE | SYSTEMS INTERN

May 2020 – Present | Santa Clara, CA

- Worked on the HPE Container Platform team to design and create an automated high availability solution for Kubernetes StatefulSets.
- Leveraged multiple RESTful APIs to monitor and manage node fail-overs, and containerized the solution for practical deployment.
- Built a web user interface in Flask and React for convenient configuration of the solution.
- Received offer to extend internship into the fall semester; currently working on integrating said HA solution into HPE's **KubeDirector**, a project to simplify running complex stateful application clusters.

UC BERKELEY | ACADEMIC INTERN

Jan 2019 – May 2019 | Berkeley, CA

- Assisted students with conceptual questions and debugging.
- Educated students on topics such as graph traversal and data structures.

SM HACKS | OPERATIONS COORDINATOR

Sep 2016 – Jan 2017 | San Mateo, CA

- As a founding member of San Mateo's first high school hackathon, planned for and secured essential logistics such as funding, workshops, and swag.
- Communicated with major companies and startups alike to plan technical workshops and to establish lasting partnerships.

PROJECTS

GENERIC 4X GAME | UNITY, MIRROR, C#

- Currently developing an extremely boring multiplayer 4X game.
- Utilizes Mirror networking API for client-server networking, with a dedicated server hosted on AWS EC2.

CIRCLES | REACT/REDUX, FIREBASE

- Social productivity web application where the group keeps you accountable, i.e. someone in your "circle" checks you off for a completed task.
- Leverage Thunk middleware to handle asynchronous requests to Google's Cloud Firestore database.

SEED | UNITY, C#

- Top-down arena game where horticultural entities duke it out!
- Led a team of four students to create a game from the bottom up, pushing a development timeline and delegating tasks.

AUTOSUB | FLASK, FFMPEG, GOOGLE CLOUD APIS

- Web application that translates and burns subtitles into videos that users upload, with several translation language choices supported.